

EXCLUSIVE! STREET FIGHTER 2 CHARACTERS IN NEW GAME!

NINTENDO • SEGA • SUPER NES • TURBOGRAFX-16 • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

OVER
210 PAGES
INSIDE!

ELECTRONIC GAMING MONTHLY

**EGM'S FIRST LOOK
TURTLES
ON GENESIS!
SPECIAL PICTURE PREVIEW**



**NEW SEGA CDS
WING COMMANDER CD
COBRA COMMAND CD
COOL WORLD CD
FINAL FIGHT CD
DOLPHIN CD**

**EGM PREVIEWS
DRAGON WARRIOR 4
ART OF FIGHTING
PREDATOR 2
MEGAMAN 5
AIR ZONK
SONIC 2**

**OUTER SPACE
ALIEN ACTION!**

ALIEN³




**GRIDIRON
PREVIEW!**

\$4.95/\$5.95 Canada/£2.25
October, 1992
Volume 5, Issue 10



**SUPER COLLECTOR'S ISSUE!
NEW LOOK FOR EGM!
HOTTER THAN EVER BEFORE!**



THE QUEST FOR YOUR CASTLE IS GOING TO BE ONE ROYAL PAIN AFTER ANOTHER.

Well, Sir Graham, you're up a royal creek without a castle because it's vanished without a trace. To find it you must undertake King's Quest® V for the NES™ where destiny hinges on your noble intellect and daring decisions.

Dark secrets and pitfalls of instant doom imperil your every step. Amid detailed 3D graphics worth a king's ransom, you'll comb mysterious crystal caves, battle past bandit hideouts and trek through forbidden forests. Gather the magical items and weapons that can save you from being permanently dethroned.

You'll rack your royal brains piecing together clues from strangers and animals alike. Encounters with the Ice Queen, dungeon monsters and winged harpies could prove fatal if you're caught off guard.

So begin the quest of the century and prepare to defend your crown.

Or else life in the kingdom of Doventry will forever be filled with sleepless knights.

KONAMI

Konami® is a registered trademark of Konami Co., Ltd. King's Quest® V is a registered trademark of Sierra On-Line, Inc. © 1993 Sierra On-Line. Created by Roberta Williams. Wizard® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1993 Konami, Inc. All Rights Reserved.

CIRCLE #146 ON READER SERVICE CARD.

WIPE THE SMILE OFF THIS FACE!

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!

GET INTO YOUR GAME BOY...

And we mean *into!* FaceBall 2000 is a new virtual reality game for 1 to 4 players. You don't just see your character, you *are* your character! You'll feel like you're actually *inside* your Game Boy as you move through CyberScape's more than 70 treacherous mazes—or the Arena, in fast-paced rounds of high-tech combat.



WATCH OUT! They only look happy!

PUSH SUPER NES TO THE LIMIT!

Come face-to-face with a *super-mess* of enemies—in full color with amazing 3D graphics! Enter the CyberZone where you'll be surrounded by evil Smiloids lurking in an endless series of mazes. Defeat the Master Smiloid... or have a very bad day! Two-player split-screen action lets you battle it out in the Arena against a friend, or team up and face the evil Smiloids together. FaceBall 2000 for the Super NES. Don't miss it!



Team up or play one-on-one in the Arena.

Face evil Smiloids in CyberZone's endless mazes.



NEW for the Super NES!

**FACEBALL 2000...
A WHOLE NEW WAY TO GET INTO VIDEO GAMES.**

THE BEST GAMES IN THE WORLD™



Bullet-Proof Software, Inc. • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-0200
Copyright © 1991, 1992 Xearth Software P.O. Inc. All rights reserved. Original game and design © 1991. Distributed under license from Xearth Software P.O. Inc. FaceBall 2000 is a trademark of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System, Super NES, and Game Boy are trademarks of Nintendo of America, Inc. © 1991. Nintendo of America Inc. Bullet-Proof Software is a registered trademark of Bullet-Proof Software, Inc. © 1991 Bullet-Proof Software, Inc.

CIRCLE #124 ON READER SERVICE CARD.



CONTENTS



TURTLES, MONSTERS AND MONTANA
Just what every growing gamer needs!

GAMES DIRECTORY

2025 Super 8 Ball	76	NFL Football	188
Air Zank	174	On the Ball	88
Alien 3	178	Prince of Persia	177
Amazing Tennis	128	Pro Baseball	106
Art of Fighting	178	Predator 2	161
Attack Chopper LHX	164	Pinball Jam	34
Azalea	190	Power Blade 2	28
Batman Returns	180	Rollerblade Racer	108
D-Darts	104	Roger Clemens	102
Dia Hazard	158	Records of Lodoss	78
Elision	100	RSI 4	50
Cosmic Fantasy	32	Sirens of Rage	162
Chuck Rock	32	Smash TV	102
Crytal Mines 2	94	Space Football	92
Colera Command	88	Sherlock Holmes	106
Dead Moon	176	Spiderman	108
Dragon Ball	74	Super Pinball	74
Dragon Warrior 4	144	Switchblade 2	188
Final Fantasy Five	72	Super F-1 Circus	80
Fighting Masters	88	Super Buster B.	26
F1-ROC	88	Super Buster Up	28
Fooball 2000	134	Star Wars	38
Felix the Cat	142	Shadow of Beast	26
Gods	108	Street Fighter 4	88
Gargoyles Quest 2	36	Soldier Blade	92
Granding	36	Stockinger	138
George Foreman's KO	116	Spindizzy	132
Goal 2	148	Soul Blazer	136
Gadget Twins	180	Sonic 2	152
Home Alone	197	Teleglis	190
The Humans	139	Tecmo NBA	100
Harley's Humongous	36	Tyrants	154
Joe & Mac	154	TuskBladers	138
Joe Montana 3	190	TVT 4	38
Knight Quest	36	Test Drive 2	28
King of Holly	76	Wily Demolish	98
Miller 2045er	109	Wing Commander	100
Mega Man 3	76	Wordtris	124
Mega Man 5	146	WWF Wrestlemania	104
Muayay	130	Warrior of Rome II	94
Mythic Quest	134	Warrior of Rome II	109
Norio Naid	24		

DEPARTMENTS

INSERT COIN	10
INTERFACE: LETTERS TO THE EDITOR	14
REVIEW CREW	24
SOFTWARE CALENDAR	40
EGM TOP TEN	44
GAMING GOSSIP	48
EGM EXPRESS	52
LEADING EDGE	62
GAME DOCTOR	68
SUPER PLAY	190
HIGH SCORES	209
GAME OVER	210

SPECIAL FEATURE

MORE INFO ON SONIC 2! **152**

Our crackerjack team of editors has gone deep behind enemy lines for this special look at more levels, more pix, more Sonic!

INTERNATIONAL OUTLOOK

FINALLY! FINAL FANTASY FIVE! **74**

Yes, it is on it's way! Dig into the latest news on this super sequel to the popular series. Plus a report by EGM's Terry Aki!

TRICKS OF THE TRADE

TEN TIMES THE FUN IN T.M.N.T. 4! **86**

Tired of getting beat up by the Foot Clan? This trick allows you to max out your lives to even the odds for some real action!

NEXT WAVE

WILLY BEAMISH ON SEGA CD **98**

Get the sneak scoop on the newest CD games, including Wing Commander, Roger Clemens MVP Baseball, Alien 3 and more!

EGM LIFESTYLES

STAR TREK: T.N.G. **194**

Moving into its sixth season, The Enterprise crew rockets to new heights and a new series! EGM has the inside track!

SEGA
GENESIS

KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MESA PLAY



For more information, pricing and to learn more call 800-VIRGIN-9677. Visit us online at www.virgin.com and check us out on Amazon.com. ©1997 Virgin Games, Inc. All rights reserved. Sega and Genesis are registered trademarks of Sega of America, Inc. in the U.S. and other countries. Virgin Games is a registered trademark of Virgin Games, Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners.

WORLD
TROPHY
SOCCER™

CIRCLE #115 ON READER SERVICE CARD

BACK ISSUES!

COMPLETE YOUR
COLLECTION WITH
EGM'S GREATEST HITS!



- #1 PREMIERE ISSUE! A FEW LEFT! \$30.00
- #2 16-Bit Preview • SNES Specs \$15.00
- #3 Atari Lynx Intro • Fall Game Pre. \$10.00
- #4 1st Look at Super Mario 4 \$8.00
- #6 1st Mega Play • Batman for NES \$10.00
- #7 Top Score Tips & Tricks Special \$6.00
- #9 1990 CES Preview • Castlevania 3 \$6.00
- #10 Super C • Fantasy Star 2 Maps \$6.00
- #12 Nintendo SFX System • GalDen 2 \$7.00
- #13 1990 SCES Preview • Strider \$7.00
- #14 International Pre. • Mega Man 4 \$6.00
- #15 1992 Video Game Buyers Guide \$7.00
- #16 Super Famicom Hands-On Test \$6.00
- #17 Simpsons • GameBoy to NES \$6.00
- #18 G.I. Joe • The Sega Terz System \$6.00
- #19 Bonk 2 • Atari Panter Preview \$6.00
- #20 Battletoads • 1991 CES Preview \$7.00
- #21 Cyberball • 24-Pg. Micro Gaming \$7.00
- #22 Sonic the Hedgehog • CD-ROM \$6.00
- #23 Hudson Hawk • International Pre. \$6.00
- #24 Terminator 2 • Tips and Maps \$6.00
- #25 Super NES BG • 1991 SCES Pre. \$7.00
- #26 Sega CD-ROM • 16-Bit Preview \$6.00
- #29 Mario Bros. 4 • Sega Force Mag \$6.00
- #30 Star Trek • Street Fighter Tips \$6.00
- #31 Street Fighter 2 • Game Gear \$6.00
- #32 1992 WCES Preview • Color GB \$8.00
- #33 15-Page SNES Street Fighter 2 \$6.00
- #34 Double Dragon • WonderMega \$6.00
- #35 Turtles 4 • 500 Tips Guidebook \$8.00
- #36 Batman Returns • Lynx Mag \$8.00
- #37 Sonic 2 • Street Fighter 2 Secrets \$6.00
- #38 1992 Fall Preview • Ren & Stimpy \$6.00

Check the issues you need to complete your collection today! Include a check or money order for each magazine plus \$1.95 postage and handling per issue. Send your payment to: EGM Back Issues • Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, IL 60148

ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES

116

Blazeon, Metal Jack, Out of this World, Soul Blazer, Wordtris, Faceball 2000, Spindizzy Worlds, Toxic Crusaders and others!

NINTENDO FORCE

142

Dig into the hottest in 8-Bit action, including Felix the Cat, Dragon Warrior 4, Mega Man 5 and Goal 2!

OUTPOST GENESIS

152

Super 16-Bit softs like Sonic 2, Tyrants, Joe Montana 3, Bio Hazard, Gadget Twins, Predator 2, Alien 3, Attack Chopper LHX and more!

TURBO CHAMP

174

The TurboGrafx is still going strong! Check out Air Zonk, Dead Moon and Prince of Persia!

NEO GEO CHALLENGE

178

You thought Street Fighter 2 had great graphics? Art of Fighting's incredible characters, scaling and size will knock your socks off!

SUPER GEAR

180

The Caped Crusader is back again in Batman Returns for Sega's portable player! Also, follow the Lemmings in their latest translation!

CLUB GAMEBOY

183

Time for some serious relaxation with Black Bass Lure Fishing! Joe and Mac are ready for you to take anywhere in a winning style!

LYNX LANE

188

Go head to head with the greatest teams in the biggest leagues with Atari's new NFL Football. Challenge Switchblade 2 for hot action!

ARCADE ACTION ON GAME BOY!



**SIMULTANEOUS
2-PLAYER
ACTION WITH
GAME LINK™**



**ADD RAZOR SHARP SWORDS
AND NUNCHAKUS TO YOUR
FIGHTING ARSENAL.**



**SAND BIKERS STALK
THE DRAGONS IN THE
EGYPTIAN DESERT.**



**DEFEAT THE DEADLY ROMAN
GLADIATORS WITH ALL-NEW
MARTIAL ARTS MOVES.**



**YOUR QUEST FOR THE
ROSETTA STONES IS YOUR
MOST DANGEROUS EVER.**



**UNRAVE THIS MUMMY WITH
AN INCREDIBLE
SPIN KICK.**



Billy and Jimmy Lee are back in the greatest Double Dragon arcade challenge ever: the quest for the Rosetta Stones!

Armed with Nunchakus, Swords, and all-new martial arts maneuvers, like the Spinning Cyclone Kick and Flying Knee Drop, defeat treacherous foes in China! Crush ruthless Japanese Ninja Warriors! Ravage merciless Roman archers!

But beware! In Egypt, supernatural guardians challenge the bravest of souls...in the martial arts arcade adventure of a lifetime!

LICENSED BY
Nintendo

AKKlaim
entertainment, inc.



Double Dragon 3: The Arcade Game™ is a trademark of Technos Japan Corporation. © 1999 Technos Japan Corp. Nintendo®, Game Boy®, Game Link™ and the official seal are trademarks of Nintendo of America, Inc. AkkLaim® is a registered trademark of AkkLaim Entertainment, Inc. © 1999 AkkLaim Entertainment, Inc. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

BUILD THE ULTIMATE SYSTEM

SUPER NES



**BUY ANY GAME
CARTRIDGE IN THE
STORE, GET \$10 OFF
THIS SYSTEM.**

SKU 616-7519

THE SUPER NES CONTROL SET.

SUPER NINTENDO

~~\$99.95~~
-\$10.00 With any game

**ONLY
\$89.95**
With any
game

Name: _____

Street: _____

City: _____ State: _____ Zip: _____

Phone: _____ Store#: _____



PICK ANY ITEM
FEATURED HERE
AND TAKE

\$3 OFF



Legend of Zelda
from Nintendo. 613-1949



Super Play Action Football
from Nintendo. 613-1980



Samurai Spirit
from Nintendo. 611-5217



Super Buster Brothers
from Capcom. 617-2776



Robo Cop 3
from Ocean. 614-5302



Pilotwings
from Nintendo. 611-5209



F-Zero
from Nintendo. 611-5195



Super Scope 6
from Nintendo. 614-9219



Single Controller
from Nintendo. 611-5187



Super Soccer
from Nintendo. 612-4488



Super Tennis
from Nintendo. 613-1972

SHOP WITHOUT LEAVING HOME!

Order any products shown on these two pages

To Order call: 1-800-848-4038

Savings coupons apply and products are delivered to your door. Have your credit card ready. We accept Discover, Visa and Mastercard. Please include \$5.00 for shipping and handling plus local sales tax. Allow 2 weeks for delivery.

SOFTWARE ETC

Offers valid through 10/3/92



EGM

A SENDAI PUBLISHING GROUP, INC.
PERIODICAL

October, 1992

Volume 5, Issue 10

- **PUBLISHER, EDITOR-IN-CHIEF**
Steve Harris
 - **EDITOR**
Ed Semrad
 - **ASSISTANT EDITORS**
Martin Alessi; Mike Forassiepp; Sushi-X;
Ian Taylor; Mike Vallas; Terry Minnich;
Daryon Carpenter; Mark Sarnecki; Terry
Aki; Andrew Baran; Howard Grossman,
Mike Weigan, Al Manuel, Joe Funk
 - **CONTRIBUTING EDITORS**
Steve Honeywell, Marc Camron
 - **STRATEGY CONSULTANTS**
U.S. National Video Game Team
 - **FOREIGN CORRESPONDENTS**
Robert Hoskin; Hideki Shikata
 - **WORLD NET™ CONTRIBUTORS**
CW-England; The SuperFamcom-Japan;
Gamma-X - England; Joystick-France
Gamest-Japan; MegaDrive Beep-Japan
Playcorp-Australia; Famcom-Journal-Japan;
Nintendo Magazine - Sweden; ASM - Germany
 - **LAYOUT AND PRODUCTION**
Direct Contact, Inc.
Colleen Bastien, Production Manager
Jill McMeekin, Art Director
Tom Ostermiller, Copy Editor
John Shockhausen, Ad Coordinator
Suzanne Farrell, Ad Manager
 - **CUSTOMER SERVICE**
(515) 290-3661
 - **NATIONAL ADVERTISING DIRECTOR**
Jeffrey Eisenberg
Eisenberg Communications Group
2121 Avenue of the Stars, Suite 630
Los Angeles, CA 90067
Brandon Harris, Account Executive
(310) 551-6567
 - **SENDAI PUBLISHING GROUP, INC.**
Steve Harris, President
Mika Riley, Vice President of Operations
Mark Matha, Financial Director
Cindy Polus, Financial Manager
Harry Hochman, Circulation Director
Renée Delgado, Circulation Manager
Harvey Wasserman, Newsstand Director
Donna Cleepe, Newsstand Manager
John Stanford, Manufacturing Director
Ken Williams, Contract Publishing Manager
- DISTRIBUTED BY**
WARNER PUBLISHING SERVICES, INC.

NPA Consumer Publication Membership Applied for June 1992

Electronic Gaming Monthly (ISSN 1059-9198) is published monthly by Sendai Publishing Group, Inc. 1823 Highland Ave. Suite 220, Lombard, IL 60148. Application to mail at second class postage rates pending at Lombard, IL, and additional mailing offices. Distribution rates: U.S. \$7.95, Canada and Mexico \$20.00, and all others by air mail only \$30.00. Single sales rate: \$4.95. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: Electronic Gaming Monthly, P.O. Box 7924, Red Oak, IA 51554-0924. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1992, Sendai Publishing Group, Inc. All rights reserved. All materials found in this magazine are subject to manufacturer's change and the publisher assumes no responsibility for such changes. Printed in the USA.

INSERT COIN

A NEW LOOK FOR A NEW GENERATION OF GAMES...

The issue of Electronic Gaming Monthly you now hold in your hands is special for several reasons. The most noticeable change that you'll recognize between this and previous editions of EGM is undoubtedly the magazine's new structure and look. Using your valuable input, several months were taken to transform the best of what EGM was all about and put it into a new package that would be more informative, cooler to look at, and ultimately more fun to read.

The more important significance, however, is that this issue represents the fourth year of publication for Electronic Gaming Monthly! It has been a great time, and although we're still looking forward to the future, during my involvement with this specific issue of EGM I've found myself peering back at where we've been and how we got to where we're at today.

As all die-hard gamers know, things have changed drastically since our inception in 1988. Our first issues revolved around the fledgling Nintendo and Sega 8-Bit platforms. In those days, 16-Bit was nothing but a rumor (although EGM did have pictures and specs for the Super NES by June of '89) and portable gaming was relegated to the old single screen Tiger games that boasted big names but played like board games.

Any regular reader of Electronic Gaming Monthly has been witness to the launch of half of dozen new hardware formats, as well as a couple more that never quite got out of the box (remember the Konix system?). Same goes for new software - the integral engine that makes these machines move.

While some argue against delivering information on products that may never make it to these shores, Electronic Gaming Monthly has always invested in the future of the hobby by reporting on all the developments that impact the marketplace. It has remained one of our guiding philosophies to educate you, the consumer, with only the most honest game reviews from game players (not literary students who can't tell the difference between a power-up and 7-up) as well as delivering news of new software and hardware from every corner of electronic gaming. We've always tried to bring you with us inside the industry so that through the pages of EGM you could sit next to the presidents and programmers who make video games so much fun to play.

So dig in to the new EGM! Whether you like Nintendo, Genesis, Super NES, Turbo Duo, Neo-Geo, GameBoy, Game Gear, Lynx, arcade or international play, this is the mag that's got you covered!

Steve Harris
Publisher

HUNT OR BE HUNTED!

PREDATOR 2 ON GENESIS



SEARCH THE ROOFS OPS /66 THE
PREDATOR'S LAIR



WATCH YOUR BACK, THE
PREDATOR'S IN THE SUBWAY!



HEAD THE PREDATOR ON
"HIS TROPHY CASE"

SILENT. INVISIBLE. INVINCIBLE... The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs - before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2 on Genesis... before he gets you!

SEGA
GENESIS
ENTERTAINMENT SYSTEM

ARENA
ENTERTAINMENT SYSTEM

SEGA
ENTERTAINMENT SYSTEM

Predator™ is a © 1990, 1992 Twentieth Century Fox Film Corporation. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. in the U.S.A. and other countries. All other trademarks are the property of their respective owners. A division of Sega Enterprises, Ltd. © 1992 Sega Enterprises, Ltd. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

GO FOR T



P R E S E N T S

OLYMPIC GOLD™



Official Licensed Product of the 1992 Barcelona
Olympic Summer Games.

Available for



Official Licensed product of the 1992 Barcelona Olympic Summer Games. With kind permission of COOB '92 S.A. ©1992 COOB '92™. Approved for U.S. distribution by the United States Olympic Committee. ® USC 289. SEGA, GENESIS and Game Gear are trademarks of Sega Enterprises LTD. ©1992 U.S. Gold Inc. San Francisco, CA. 94135

THE GOLD...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and you're once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Archery

The farther you pull the bow, the harder to hold your aim steady.



200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



110 Meter Hurdles

Timing your jumps is everything in this event.



Opening and Closing Ceremonies

Light the torch and let the Games begin . . . Fireworks will bring them to a close.



INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wind it up and hulk (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Savari Publishing Group, 1902 Highland Avenue, Suite 220, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts.

NEW STREET FIGHTER GAME?

One of my friends gets a Japanese magazine and he told me that he saw a picture of Street Fighter 3 in a recent issue. The screen shot showed Chun Li attacking. Is this a Street Fighter 2 RPG? We all know that they are working on an update, but what is this game? How come you haven't shown any pictures yet? Is this just a hoax or is it true? When will it be coming to the U.S.? Will Capcom be doing a Super Nintendo version or a S-NES CD game?

Ben Fielding
Garden, MA



Capcom World 2 is a new arcade game featuring the Street Fighter 2 characters!

(Ed. Calm down Ben, before I Drag-on Punch you! The game you are referring to is called Capcom World 2. It's a Japanese quiz game featuring the Street Fighter 2 warriors and other popular Capcom characters. Don't hold onto your quarters, though, because according to Capcom's U.S. office this game won't be seeing the light of day in the states.)

NEEDED...GOOD SF 2 STICK!

I think the Super Nintendo is the best system around. Granted, it started out a little shaky, but now the newer games have eliminated the slow down. What I need, however, is a full-featured controller that works great with SF2! What do you recommend?

Peter White
Tupelo, MS

I just bought Street Fighter 2 and it is awesome! I want to buy a controller and the two from C & L Stick and Universal Arcade sound great, but I don't want to pay a fortune. Is there another one which I can buy that won't break my bank?

James Mosby
Spring, TX



Do a Dragon Punch by pressing one button on the Gamemaster by Triton Toys!

(Ed. If you play SF2 a lot, there is a new pad called the Gamemaster from Triton Toys. With this stick you can program in the special moves! Imagine doing the Dragon Punch with the press of one button!)

READER ART CONTEST WANTED!

I have to agree with your EGM Express article which stated that Street Fighter 2 sold out in Japan in one hour.

I live in Hawaii and the lines for the Japanese SF 2 were very long. At Electrogames Plus, SF 2 sold out in one hour even though it was selling for \$135!

I think it would be good if you had a SF 2 art contest. It'd be a really big hit. You could have different age groups and show the top 50 drawings. What do you think?

Greg Kam
Pearl City, HI

(Ed. Great idea Greg! Check out page 20 for our new envelope art contest. Entry is easy - just draw your favorite video game characters or game screens on your Interface envelopes and you're in! The best three every month will win an EGM T-Shirt and be displayed in the letters column for all to see!)

NO MORE SF 2!

OK dudes. Enough is enough! You have done everything possible on SF 2. It's time to move on!

Rex Shaw
Orange, CA

(Ed. Betcha wouldn't be saying that if Ryu were standing behind you! What do you think folks, had enough of the World Warriors for one lifetime?)

TOXIC CRUSADERS

MUTATE AND CONQUER!

Fight with Toxic, a hideously deformed creature of superhuman size and strength, as he battles the evil alien Dr. Killehoff and his ruthless henchmen!

TOXIC CRUSADERS IS A NUCLEAR BLAST LICENSED FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM

AVAILABLE THIS SUMMER FOR

GAME BOY

COMING SOON IN

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Now you can subscribe to the Bandai Gaming News Letter, "BGN"! Every month "BGN" will provide special tips, codes and maps that will help you become an expert Bandai game player. You also get the inside scoop on all of our exciting new game releases for NES, SuperNES and Gameboy 1992/1993! Just fill in this coupon and mail it today to get your copy of "BGN"!

BANDAI

Membership form for the
BANDAI GAMING NEWS LETTER "BGN".

Receive 12 issues of Tips, News, & Reviews for only \$3.00!
(US dollars only)

NAME _____ AGE _____

ADDRESS _____

CITY/STATE/ZIP _____

BANDAI AMERICA
12951 E. 166th STREET
CERRITOS, CA. 90701
ATT: BANDAI GAMING NEWS



Nintendo and Super Nintendo Entertainment System and Gameboy are registered trademarks of Nintendo of America, Inc. Licensed by Nintendo to play on Nintendo Entertainment System, Super Nintendo Entertainment System, and Gameboy. ©1992 Bandai Inc. Bandai and Bandai Gaming News Letter are trademarks of Bandai America, Inc. "Toxic Crusaders" is a trademark of Treco, Inc., based on characters created by Lloyd Kaufman and Michael Herz. ©1992 Treco, Inc., all rights reserved.

THE



Get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger "The Rocket" Clemens with realistic over-the-shoulder fielding and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA® All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact for all the bone-crunching football excitement of the arcade smosh! When you're tired of watching from the sidelines...it's time to Play with the Pros!

RAY

WITH

BS



AKKlaim[®]
entertainment, inc.



ARENA
ENTERTAINMENT[™]

**FLYING
EDGE**[™]
A Division of Akklim Entertainment, Inc.

All NBA and Team logos depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo[®], Super Nintendo[®], Life GameBoy System[®] and the official logo are registered trademarks of Nintendo of America, Inc. © 1992 Nintendo of America, Inc. Super Hero[™] © 1991 1992. Licensed from 2002 trademark of Marvel[®] Manufacturing Company. Street Fighter[™], MVP Baseball[™], Super[™] All Stars Challenge 2[™] and Lethal are trademarks of L&L, Ltd. © 1992 L&L, Ltd. All rights reserved. Arena[™] is a trademark of Arena Entertainment © 1992 Arena, Entertainment. All rights reserved. George Foreman[™] and KO Boxing[™] and Animate are trademarks of Accolade Entertainment, Inc. © 1992 Accolade Entertainment, Inc. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

TOO MANY SEQUELS...

Yikes! Your last issue really made a statement! Super Mario Land 2, Strider 2, Phantasy Star 4, After Burner 3, Thunder Force 4, and R.B.I. 4 are all sequels.

Don't manufacturers have any original ideas anymore? It seems that we are being suffocated by sequels. Just because a game has more memory or better graphics than its original, doesn't always make it better. Buying them is tempting but I, for one, feel cheapened when purchasing a cart that relies on its predecessors popularity.

We have already endured five Mario adventures, three Shinobis, three Ghoul's and Ghosts, five Turtles games and seven Batman games. Before the turn of the century we might dwell in a world of all sequels. I think it is time that game developers start coming up with better ideas!

Brian Gottlock
Nanuet, NY

(Ed. You forgot Megaman 5 and Adventure Island 3! You can put away your Orwellian thoughts, however, because a quick glance around and you'd see some kickin' original stuff like Out of this World, Mario Paint and a whole new batch of CD games - some with real motion video!)



LETTER OF THE MONTH!



Mr. A. S. of College Station, Texas wins big in this category with the idea of having us kindly folks of Sendai include copies of all the game featured in that particular issue. Great idea A.S., we'd love to do it! The only problem is how to get all of those games inside the magazine. We've tried staples and glue, but the things just keep falling out. Once we get it licked, we'll start shipping out the games right away! As far as the cover price is concerned A.S., go find a dollar and buy a clue.

"Hey Guys,

How about packing in copies of all games reviewed with your mags so all readers can immediately get a hands-on view of the games? Mag price should remain the same, of course."

WIN AN OFFICIAL EGM T-SHIRT!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would find particularly crazy, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your fondness of and psychosis to video games!



TRITON

GAMEMASTER



- **PROGRAM** custom moves
- **REPEAT** your moves continuously
- **ACCELERATE** your moves
- **PLAY** your moves hands free
- **CREATE** new turbo fire moves

Lets you customize combinations of moves..... and then blast away with just one touch of a button!

A MUST for combination moves such as in STREET FIGHTER II™

TRITON For Sega® Genesis®, Super NES® & NES

8475 CAMDEN AVENUE, SUITE 201, SAN JOSE, CA 95120, TEL: (800) 354-8697

EGM is a trademark and Super NES is a registered trademark of Nintendo of America, Inc. Sega and Genesis are registered trademarks of Sega of America, Inc. Street Fighter II is a trademark of CAPCOM USA, Inc. Turbo Street Fighter is a trademark of Turbo, Inc. © 1994

LIGHTS! CAMERA! ACTION!

You'll think you're actually on a movie set when you star in the cinematic action/adventure *Out Of This World™*.

Out Of This World™ is like no other game on the Super NES. Using a completely new graphic system of cinematic zooms, pans, close-ups, and cuts, *Out Of This World™* gets you involved in a breathtaking story of inter-dimensional travel.

You'll duck as lasers blast, boulders crash, and monsters roar. The complete musical score and realistic, digitized sound effects will make you feel like you're on a movie sound stage.



Being a hero is hard work, and you'll experience it first-hand as you run, jump, dodge, and shoot your way across a hostile world of deadly earthquakes and alien monsters. So, grab your hat and whip, charge up your blasters, and get ready to star in your own movie that'll take you *Out Of This World™*!



- Cinematically styled, rotoscoped animation
- State of the art, real-time, polygonal graphics



- Continuous mix of digitized sound effects and musical score
- An action/adventure game that actually tells a story



To order *Out Of This World™*, call 1-800-969-GAME, or see your local retailer.



LICENSED BY
Nintendo
MADE IN JAPAN

THIS ORIGINAL SEAL IS YOUR ASSURANCE THAT INTERPLAY HAS ATTENDED TO THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING CARDS AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

Interplay™
Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

© 1991 Delphine Software. All rights reserved.
Out Of This World™ is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.

FISHY CHIPS

I have been following your coverage of Street Fighter 2 since it was first mentioned in Gaming Gossip. I now have the cartridge and I have a few questions about this '16 Meg wonder'.

In one issue you had a picture of the game's circuit board showing four 4-meg chips. When I got the game I was surprised to see how small the cartridge actually was. I tried to take it apart and couldn't because it requires a special screwdriver. After breaking the shell I found out why they didn't want anybody to look inside. There were only two main memory chips on a tiny board.

What happened?

Did Capcom find a way to compress the data or did I get scammed by a false copy? Is it still 16 Meg? I thought there was supposed to be a special music chip built in.

Derek Snock
Wenonah, NJ

(Ed. No deception here Derek. The photo we ran was of the working prototype. Once the program is finished, the info is packed into 8 Meg chips like the ones on your circuit board. There is no special music chip.)

HAPPY BIRTHDAY GENESIS!

Get out the bells and the party hats gamers, the Sega Genesis is three years old! How do you celebrate the anniversary of an event as blessed as this? You throw a party! The center of the bash last year was a cake baked like a Genesis. This year the staff went all out on a one-of-a-kind 10lb. candy bar!



An edible Genesis! Anybody up to eating a 10 pound candy bar?

EGM ENVELOPE ART!

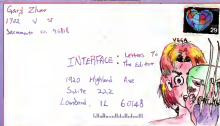
What do you get when you cross a Rembrandt with a Sonic? You get EGM's envelope art! Send us your best scenes and you could win a FREE EGM T-Shirt courtesy of the Biggest and Best Video Game Mag!



Carlos D.
Bonita, CA



Nick Watkins
Akron, OH



Gary Zhas
Sacramento, CA



EGM T-SHIRTS

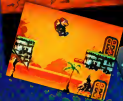
BUY THEM · WEAR THEM

Send \$9.95 to Sendai, c/o EGM T-Shirt Offer,
1920 Highland, #222, Lombard, IL 60148

DINO-MIGHT!



LICENSED BY
Nintendo



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Licensed by:

Nintendo

IT'S YOU AND YOUR DINOSAUR ON A SUPER NES RIDE!

Oh no! Your whacko TV monitor has transported you into the prehistoric age. Now you're teamed up with the dinosaurs against some cave head creeps called Rockys. Eye-ball grabbing graphics, awesome challenges and colossal action are the name of the game. Get ready for adventure—on a GRAND SCALE!

irem
IREM AMERICA CORP.

8335 154th Avenue NE
Redmond, WA 98052
FAX (206) 850-8038

GOTHAM CITY IS FOR BOTH

IT'S PAYBACK TIME.
ON 16-BIT SYSTEMS

BATMAN™ **REVENGE OF
THE JOKER**™



NOT BIG ENOUGH OF THEM.



Batman™ Revenge of The Joker™
Only from

SUNSOFT®

SUNSOFT is a registered trademark of Sun Corporation of America. © 1992 Sun Corporation of America.
Batman, The Joker, and all related elements are the property of D.C. Comics Inc. TM & © 1992

REVIEW CREW

STEVE HARRIS



"My favorite TV show continues to be Star Trek - The Next Generation. Worf's the best of the bunch, even though the poor guy gets beat up every episode."

ED SEMRAD



"I can't remember the name of the TV show I watched the other day - but I liked it! It was a cartoon starring some guy named Buttered Bagel Boy, but I can't remember."

MARTIN ALESSI



"Puma, puma...Mystery Science Theatre 3000 and Ren and Stimpy are the best TV around, in my opinion. If Powdered Toast Man were running, I'd vote for him."

SUSHI - X



"When I'm not out fighting the forces of video game evil, I always tune in to Samurai Sunday. Potato chips and kung-fu go a long way in my book."

Super NES

Nintendo

MARIO PAINT

Edutainment

Now

N/A

8 Meg



Don't be fooled by the fact that this soft doesn't necessarily fall into the "game" category. Mario Paint is a fantastic program that, besides allowing you to express your creative side, has the same depth and detail in presentation that you'll find in the hottest video games. This cart is great fun for all ages.

While this cart is not what you would call a video game, I found it to be a blast! The creative possibilities are endless. Making your own animations and music combos is by far the most fun. Lots of humorous animations are featured within the different studios. The only disappointment is you can only save one thing at a time.

Everyone's favorite plumber is back and he's taken up a new job as an artist. This revolutionary new cart allows you to be an artist, composer, and animator all in one. Once you get used to the tools, anyone will be able to create a masterpiece with both sound and animation in no time. The cart also features a battery back-up so you can save your favorite works of art. There is also a built-in game in which you have to swat flies when you need a break from being creative. Accompanying this cart is a new mouse peripheral and a special mouse pad that go beyond normal controls to let your creativity and style really flow.

Nintendo has always strived to introduce accessories and enhancements to their systems and this time it's a mouse peripheral and pad. This device simulates the feel of an artistic tool and allows anyone the ability to design their own masterpieces. Coupled with an animation and sound studio, this cart is a solid hit!

Wow! It's amazing how quickly Nintendo responded to the other video paint programs out there! This "game" has a few especially redeeming qualities, mainly its excellent Mouse and the overall cuteness of its design. Creating your own Mario Land scenes can be fun at first, but your imagination keeps it going.

GAME OF THE MONTH

May The Force Go With You.



The Death Star threatens to crush the rebellion forever. Darth Vader holds Princess Leia captive. Only you Luke Skywalker, leader of the last band of rebels for good, can stop them. With Han Solo and Obi Wan Kenobi on your side and the Millennium Falcon as your ride, you have the Force to win. Better take off now.



Watch out Luke! This Saraf Creature throws space age fire burbs.



On Mos Eisley, storm-troopers keep Han Solo from the Millennium Falcon.



If you use your lightsaber, you can take out the Garbage Monster.

Licensed to Nintendo® for Play on the



© 1993 CAPCOM USA, INC. Nintendo, Game Boy, and the official logo are trademarks of Nintendo of America, Inc. Star Wars is a registered trademark of Lucasfilm Ltd. All rights reserved. Used under authorization. Star Wars™ game © 1993 LucasArts Entertainment Company. Used Under Authorization © 1993 or year of first publication. Lucasfilm Games™ is a trademark of LucasArts Entertainment Company. Licensed by USA Sell. Developed by N3DS. For more information, call 1-800-727-0400.

CIRCLE #139 ON READER SERVICE CARD.

CAPCOM®

Super NES	Electronic Arts
HUMONGOUS	
Action	November
19	4 Meg



Big isn't always better and being tiny can sure be a pain! Harley learned this the hard way when an experiment went awry and shrank him down to the size of a bug. Your only hope is to jump, shoot, and fly through 19 levels of over-sized obstacles in a search for the lost pieces of the shrinker. Luckily, the house is full of miniature power-ups and weapons. Harley may be small, but his adventure is gigantic!

The twist that this game provides is cool, but isn't presented in the way that could have made it a winner. Nothing is really wrong with the game play, but it doesn't contain any type of new technique that would warrant the labeling being anything other than a different type of wallpaper behind the normal action adventure.

EA has done it again with another great and innovative game. The graphics are sharp and the largest 3D life backgrounds are also well done. There are numerous power-ups and strange enemies along with a fluid game control. Experienced players may find this a tad easy but nonetheless worth trying.

This is a great original action game from the folks at EA! The graphics are cool, and the oversized backgrounds add a great effect. Even though the animation is a little choppy, the game play is smooth and interesting. A good selection of power-ups keeps things fun. The game is too easy for my liking, but still fun.

Harley's Humongous Adventure really scores big as a game teeming with unexpected obstacles and secrets. The detailed graphics are superbly drawn, and the enemies are hilariously funny. Harley's biggest drawback is that the difficulty is not exactly challenging. Most obstacles are easily avoided, and finishing levels is simple.

Super NES	Capcom
SUPER BUSTER BROS.	
Action	Now
139	4 Meg



Bouncing bubbles are taking over the world in this cart version of the arcade hit. It's up to SBB to stop them. Sounds easy, but each time you pop a large bubble, it splits into two smaller ones that are faster and harder to hit. Inside some larger balloons and walls are hidden power ups such as better harpoons, shields, and freeze. With two modes of play, you can test your popping skills on a tour around the world.

Super Buster Bros. has great backgrounds, some nice graphics and good music. Problem is, all the action that takes place within the environments created in SBB is rudimentary and one-dimensional. You move left and right and shoot up at falling objects. Sound familiar? An update on an outdated concept.

What else would you expect from Capcom but an adding game. This cart combines sharp graphics and excellent game control to yield a new type of docile shooter. This will appeal to kids with almost cartoon-type graphics and yet stand up to the taste of advanced players as the difficulty ascends.

Now here's a cart that reminds me of the old style of games. Simple game play with a few solid techniques that stay fun and get very addicting. The graphics are cartoony and the game play is great. Different power-ups will let you clear the screen faster and break the monotony. Who can refuse 140 levels of fun?

Super Buster Brothers is one of those horribly addicting games that keeps you up to the wee hours of the morning trying to get to the next level. The graphics are overly cute, but not really spectacular. One thing is for sure, though, the challenge increases gradually to the point of no return. Great fun!

Super NES	Ballistic
TEST DRIVE II	
Driving	Now
5	8 Meg



Forget racing around and around a circular track. This new driving game puts you on real roads as you race across the interstates. Choose from the hottest cars available and tear up highways while being pursued by a competing car. For an added touch of realism, the friendly highway patrol are always around trying to enforce the law. So keep your eyes and reflexes sharp as you whiz across the country!

To this game's credit, the feel of the action is good, but all of the supporting features, from the background scrolling to the lock of opposing cars is shallow. Test Drive 2 isn't really bad in any sense, but nothing in the car provided me with a real sense of speed, thrill or action. You drive and sometimes you die. Big deal.

As a sequel it's usually expected that a cart will contain some ingenious new feature or improved quality. While this game does not lack in graphics or control there is nothing exceptional for driver fans here. The player never gets the feeling of the road or the thrill of a race. Overall it's an average game.

I was eager to see what could be done with this game on the Super NES. Unfortunately I'm very disappointed by this cart. The game play is good and controls well, but it never actually feels like you're going 200 M.P.H. The graphics are kind of wimpy and could have been a lot more detailed for the Super NES.

Test Drive 2 has fairly good control for a first-person driving game, but it lacks intensity. It just provides a feeling of ripping around corners or barely missing oncoming cars. In fact, there are very few obstacles to overcome, except your own driving skills. The police rarely stop you, and opposition is random.

**Championship
Joystick**

Finally! An Arcade Joystick For Your Super NES!



For Those Who Know How To Push The Right Buttons.

Experience the excitement of the Street Fighter II™ arcade game...at home! There is no other controller on the market which offers true arcade playing action, with the size, feel and durability of the Championship Joystick.

So, while others may claim that their controllers are "Arcade Quality", only C&L Controls delivers true arcade action for your Super NES.

Special Features Include:

- Cyclac 1000 (ABS Plastic) Construction
- True Arcade Joystick & Buttons Featuring Cherry Microswitches
- An 8 Foot Controller Cable
- Total Compatibility with ALL Super NES Games

\$69.95

Plus Shipping
(Second Day Or Overnight Services Optional)

Championship Joystick

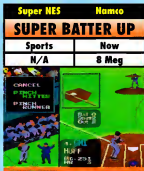
C&L Controls
Manufactured by IBM in the USA

For Technical Information call 1-205-650-0038
To Order Call: 1-800-264-8728
24 Hours A Day!

Dealer and Distribution inquiries are welcome.

Nintendo and Super Nintendo Entertainment Systems are trademarks of Nintendo of America, Inc.

Street Fighter II is a Registered Trademark of Capcom.



Step up to the plate and swing your way into the latest baseball cart for the Super NES. Choose from real major league team rosters, using 1 or 2 players. There is plenty of baseball action as well as options ranging from different stadiums to number of innings to pitchers. Several extra scenes, like the post-game show and national anthem give an added sense of realism. A solid hit!

While it's necessary to review this game on its own merits, ~~there's~~ nothing to be found in this package that hasn't been tried before. The game ~~uses~~ handicaps players and itself by ~~limiting~~, rather than building on, options that are found in most baseball games being released today. Not extraordinary in any sense.

With all the baseball games out, this one doesn't quite go ~~the extra~~ training to become anything exceptional. Animation suffers from the lack of crisp looking graphics, but the sound makes a definite statement. This game ~~would~~ have benefited from the addition of more features and more attention to detail.

Here's another baseball cart for the Super NES that really doesn't show off the system or play very well. The graphics are plain and would be ~~losing~~ for an 8-Bit system. Having real players is no fun when you don't have the teams. The music and sounds are really ~~great~~ but sound effects can't save this mediocre effort.

I don't know what the programmers were thinking on this one. ~~I can't~~ stress how important detailed graphics and super animation is for a baseball title, not to mention play control. Super Batter Up doesn't really ~~examine~~ any of these qualities and leaves me wondering why they can't put some new twists on this sport!



To become a true warrior in the realm of the gargoyles, you must venture on a challenging quest. In this ghoulish mission, you will guide Firebrand through interactive RPG and action combat screens on his crusade to become a warrior. The journey is a long one filled with lots of items, many perils, and a full cast of Ghouls 'n Ghosts enemies to fight. Gather your courage and wits and take on 8 levels of ghostly fun!

I always liked the Ghouls and Ghosts games as well as ~~the Gargoyles~~ follow-up that preceded this cart. The division of role-playing and action is well done and neither type of game is overly difficult. This is a great game for those die-hard action buffs who might be interested in giving RPGs a try.

This game adds an extra edge to RPG's by placing action sequences throughout the adventure. A brilliant idea that will appeal to both types of players. Filled with good graphics and decent sound, this is one sequel that was worth making. With challenging action scenes and a long quest, this will keep you busy for a while.

This is a very good title for the NES. The game has good graphics and sounds and an interesting theme. The game play is half RPG and half action, just right for someone who isn't a hardcore role-player. The quest is pretty long and the action is hard enough to challenge most players. Lots of techniques and mystery.

Gargoyles's Quest 2 is an excellent sequel worthy of the Gargoyles name! The graphics are cute and entertaining, while the level of challenge is right about where you want it to be. In all truth, isn't the best RPG or action game out there, but by fusing the two genres the title should fare better than competition with singular vision.



The Delta foundation is attempting to take over the world with an army of cyborgs. Armed with your boomerang, you are the only hope to stop them. You must travel through six levels of factories, outposts, and control centers to put an end to their mechanical madness. Beware! Strewn throughout are numerous traps and guard droids. Grab the energy and power boosters and fight to save the free world!

Power Blade 2 marks a better visual adventure, up a couple of notches from the original, but the game control and lack of a punchy control technique left me feeling sort of average. This game would have profited from some additional attention to the way it played, instead of how it looked in comparison to its namesake.

Seems everyone is capitalizing on the sequel business. The original Power Blade was just average, however, and this follow-up falls into the same category. Game play is OK, but the graphics and sound aren't really up to par. The game could have benefited from more power-ups and more versatile moves.

Power Blade 2 is a step up from the original, but that's not saying too much. The graphics are slightly above average and the sounds are OK, but the game play is good, but more techniques could have been added to the main character. This cart ventures out a little more than the other 8-Bit action titles for the NES.

Oh goody! Power Blade 2! Power Blade 2! Power Blade 2! ~~SCAL!~~ Sorry... Why make a sequel to a game that wasn't that hot anyway? Even though it's average about Power Blade 2, and unless you are a serious Nintendo nut, I wouldn't recommend it as my top choice for an action entry. I've still seen worse.

Life In The Fast Lane.



Choose your weapon:
Left-handed 6-pounder...
right-handed 16-pounder
...and everything
in-between.



You're in charge:
Control Lane Position,
Aim, Spin and Power to
find the sweet spot
and drop 'em all.



Check the conditions:
Get a feel for the lane—
things change drama-
tically after an oil
change.

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins In Practice Mode



TECHNOS
AMERICAN TECHNOLOGIES INC.

LICENSED BY

Nintendo

Endorsed By The





After a total wipe-out you awake with a cursed pendant around your neck that cannot be removed unless you reassemble an ancient Aztec artifact. To further bum you out, this neck piece makes all animals attack you. Grabbing your trusty frisbee, you set off island hopping, while eating fast-food power-ups, in search of the six pieces of the idol. Plenty of pit falls and traps fill this colorful tropical voyage!

Greendog is another in a long line of action-oriented games that appear recently that roll the dice to find something new, but unfortunately miss the mark slightly. The look and feel of the game is unique, but that's part of its problem. With a little tweaking, this game could have played better than it does now.

Here is a game with a fresh idea. As a surfer you get exposed to tons of great tropical scenes and sounds. There are a myriad of power-ups and traps to keep you entertained, but the island's colorful graphics and tone are hindered by an unusual control with plenty of challenges to perform, it's worth the trip.

I thought the theme for this cart was very original and the main character a cool guy. The game play is awkward because of the weird shape of the character and strange timing needed to move around. The graphics and music are good, but not spectacular. The game has a lot of variety, however, and a good challenge.

Greendog is a righteous dude with a serious problem; his graphics are not exactly up to 16-bit standards. Greendog is an awkward game to play, so only the hardest gamers will get a feel for it quickly. The plot is cute, but needs more support with cool graphics or something to put some power in its punch!



This latest version of R.B.I. Baseball is loaded with realism and options. Start with 1991 stats for each player and past division champs. Add relief pitchers, unique stadium features, and a Home Run Derby mode and we're talking bases loaded! In addition, you act as a real manager and choose your line-up and substitutions. With a high level of detail, graphics and control, this is sure to be a home run!

I've always like the RBI series of games, and this update to the cart does indeed re-work the familiar formula in a new and exciting way. The graphics have been rendered very well here, and despite the use of traditional video baseball controls, the game is none the worse for wear. A good all-around baseball game.

R.B.I. seems to keep getting better. There are plenty of new features that make the game play fun. Graphics shine through with a high level of detail, as does the sound. The controls are very responsive and provides a good feel to the game. Detail and options make this baseball game stand out above of the crowd.

This is probably one of the better baseball games for the Genesis. The graphics are very good, with lots of details in all the right places. The game play is great and controls really well, you don't get any lag time while throwing from base to base which is nice. This cart is a good addition to anyone's b-ball library of games.

Now this is the way baseball should be played! RBI 4 has excellent control and more importantly, nothing! You can just feel the control as you whip the ball around the bases for a double-play! Even the outfield responds kindly to the wayward couch potato for crowd pleasing fun everytime! Play ball!



Laura, your beautiful bride-to-be, has been kidnapped and it's up to you, Van, to rescue her from the clutches of the evil Galam. Together with the Cosmic Hunters, you set out to retrieve Laura and the pendant Galam is set on possessing. This CD-ROM product is composed of over 20 animated cinema screens to help the story unfold. It's also a quest laden with equipment and monsters galore!

This RPG had several addicting qualities. While the game remains your typical quest filled with sub-plots and mysteries, I found the rewards of Cosmic Fantasy 2 to be much more enjoyable to reach than typical cart games. I don't know if this is a trend for me, but I love Cosmic Fantasy and the CD stuff it delivered.

This game delivers the sounds and graphic quality you expect from a CD game. The RPG quest is long one loaded with special items and sub-quests. The merry cinema screens help to colorfully animate the story. This CD game remains good, but still conventional to its game playing approach.

Of course, the music in this game is really cool. It's a CD so that's to be expected. The game play is strictly role-playing and has plenty of items to buy and information to locate. The graphics are good and the cinema displays show off the abilities of the TTI CD-ROM developers. The quest moves at a quick pace as well.

Cosmic Fantasy could use a refresher course in how to make the gamer's life easier. Awkward controls and average graphics are just not going to cut it in the skeptical world of CD-ROM games. A few years ago, it would have been a great title, with tons of graphics and challenges. Now, it needs spunk and attitude.

WANTED: Explorer Willing to Travel.

UNCHARTED WATERS

High seas adventure awaits you. Travel to exotic ports, navigate rough waters and fend off ruthless pirates. You must possess courage and ambition to assume the role of Captain of a Portuguese fleet. This is your chance to restore your family name to honor! Merchants will seek you out for dangerous missions as your reputation grows. Gain experience at recruiting sailors, managing fleet supplies and win the King's favor with valiant deeds. Your greatest challenge is to protect the Princess from nautical thugs. Succeed, and the Princess may accept your hand in marriage. Fail, and you will join your comrades in the murky depths. Landlubbers need not apply.



SEGA GENESIS & SNES Version:

- 8 Meg Cartridge
- 64K RAM
- Battery Back-up
- 1-2 players

Sega Genesis screen shot shown



Visit ports to restock, repair ships and relax.

Sega Genesis screen shot shown



Steer your feet through unfamiliar waters.

Sega Genesis screen shot shown



Rush ships at sea.



GENESIS
ENTERTAINMENT SYSTEM

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0900 (9am to 5pm PST)

KOEI

We Supply the Past, You Make the History

One Bay Plaza, Suite 540 1350 Bayshore Highway,
Burlingame, CA 94010

Licensed by Nintendo
for Play on the
Nintendo
ENTERTAINMENT SYSTEM



Available Now for NES and IBM!

Uncharted Waters is a trademark of KOEI Corporation. Nintendo®, Nintendo Entertainment System® and the official seal are trademarks of Nintendo of America Inc. Sega Genesis and the official seal are trademarks of Sega Enterprises Ltd.

CIRCLE #166 ON READER SERVICE CARD.

TurboGrafx-16 Turbo Technologies

SOLDIER BLADE

Shooter

Now

7

4 Meg



Soldier Blade is the newest member of the Super Star Soldier series. This new shooter has three weapons that have three levels of power as well as distinctive special weapons associated with each one. For further destructive force you can pick up a droid to assist you on your quest. There are also three different speeds to choose from. All of these power-ups are needed to contend with huge ships and larger bosses.

I like a good shooter as much as the next guy, and although ~~this game~~ shares a lot in common with ~~hundreds~~ of years gone by, it still dishes up some nice levels of action. My only serious complaint is a lack of power-ups and the inability to really juice up the screen with mege-weapon upgrades. A nice cart anyway.

It seems like ~~deja vu~~, but is TurboGrafx cloning its previous shooter? This game suffers a bit from a lack of power-ups and different levels of power. Game play is good as are the graphics and sound, but it could use a bit of spicing up. Yet it's overall action and quality remain above average.

For some odd reason, all of the shooters that have been released for the Turbo look and play like blazing Lasers. The graphics and sounds are above average and the game play is very good. There's not much original here, but you get a solid shooter that's high on action and fast-paced fun.

Sorry to say, but Soldier Blade is just another average shooter for the TurboGrafx-16. It has no original storyline, no original weapons, and no original musical scores. It would appear to be a hastily crafted title to herald the coming of the soon-to-be-released TurboDuo. Something that needs fresh fish to fry.

Game Gear

Sega

CHUCK ROCK

Action

Now

5

2 Meg



Chuck's long time rival, Gary Gritter, has stolen his precious wife and he is one cranky Cromagnon. Stick out that gut and get ready to kick, belly-butt and hurl rocks at an assortment of prehistoric varmints. Scavenge through five levels of caves, ice, water and a graveyard on your quest to reclaim your wife. Along the way, gnaw on savage snacks and even enlist some crazy critters as you rock the stone-age!

Chuck Rock is another game with an original theme that I've always enjoyed. The portable version retains almost all of the humor and action of the bigger boys, but it also suffers from the same weak points that have, in my opinion, always plagued the game. It's still a nice version of the portable end worth a play.

The stone age hero has worked his way down to the portables and has kept most of what made him a real cave man. The graphics are as close as you can come on an 8-bit machine. Game play is like the original version with all the same moves and good action. This prehistoric pocket game is great to tote around.

Chuck Rock has gone through a few changes from 16-bit to 8-bit hand held. The graphics are above average but the sound gets annoying. The game play has retained most of the aspects of the original and controls well on the small screen. Hilarious prehistoric action that goes where you go.

This classic pot-belly hero has made a wonderful transition to the Game Gear format! The crisp colored graphics are still intact, with several areas of challenge and intrigue. Chuck has always been able to make me laugh (a good indicator of a good game), and this is no exception. Toilet paper, anyone?

GameBoy

Copcom

STAR WARS

Action

Now

N/A

2 Meg



Relive the excitement of the original Star Wars adventure in this new GameBoy release. Similar to the movie, you are Luke Skywalker on a mission to destroy the Galactic Empire. Play famous scenes from the desert, spaceport, Cantina and the Death Star. All the characters that made the film famous are present in this action-filled quest. Guide young Luke to his destiny of finally becoming a Jedi Knight!

I like this game for two reasons. First, it's a well produced and executed action-adventure with challenge and nice graphics considering the limitations of the GameBoy's small screen. Secondly, I like the movie's storyline and find it a great motivator. An all-around super entry on any platform, portable or otherwise.

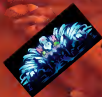
This game parallels the movie and NES version of the Star Wars adventure. Graphics have a good level of detail for a GameBoy screen. The game plays rather well with a respectable level of challenge. Many of the NES scenes are faithfully reproduced. Fans of the movie will find it a great game on the go.

Star Wars makes a pretty good game for the GameBoy. The game play is similar to the NES version and even features land speeder scenes. The graphics are very detailed for the small black and white screen. Even though the game is limited by the hardware, it's still an above average game. Horrible blurring throughout.

GameBoy, go hibernate, will ya? I hope that the programmer for Star Wars are preparing to create a full-color portable version when Nintendo wakes up and creates the color GameBoy system in color, with stable graphics support, Star Wars would be exciting and challenging, but as it is, nah.



*One warrior.
One dream.
One chance.
The complete saga.
Only for the
TurboGrafx™ CD.*



TURBOGRAFX™ CD™ and EXILE™ are registered trademarks of NEC Technologies, Inc. © 1994 Telenet, Inc. "Exile" is a registered trademark of Telenet Japan Co., Ltd. Licensed from Telenet by Working Designs, 18135 Clear Creek Road, Reading, CA 96001. Have you bugged your joystick today? It asks a little, yet gives so much... For a dealer near you, call (916) 347-9417 ext. 190.

**TRICKS
OF THE
TRADE**

**JAPAN
GAMING**

**GAMING
GOSSIP**

**NEXT
WAVE**

**REVIEW
CREW**

**FACT
FILES**

WHERE DO YOU TURN TO FOR THE
FIRST INFO ON ELECTRONIC GAMING
REVIEWS, GOSSIP, TRICKS, FACT
FILES, PREVIEWS, HIGH SCORES, AND
INTERNATIONAL NEWS?

ELECTRONIC GAMING WEEKLY

PICK UP THE PHONE AND BECOME A VIDEO V.I.P.!!!

Callers must be 18 or older. Callers must use a touch tone phone. A service of
Sandal Publishing Group, Inc., 1529 Highland Avenue, Suite 222, Lombard IL 60148

1-900-740-7722

ONLY \$1.00 PER MINUTE

GET THE SCOOP ON THE HOTTEST INFO AS ONLY
ELECTRONIC GAMING MONTHLY CAN DELIVER!

Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of *Electronic Gaming Monthly* magazine! Here's your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly's explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic Gaming Weekly today!



Cosmic Fantasy 2

Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only
for the TurboGrafx-CD.
Believe it.



GameBoy	Taito
KNIGHT QUEST	
RPG	How
N/A	1 Meg



When Will began to grow up, his young and restless heart longed for the adventure of the gallant knights that became heroes of legend. On this quest, you must gain the respect of the townsfolk and put an end to the evil forces at work. There are modes with action, fighting and RPG-style exploration. Master the four forms of attack and load up on items from the shops as you forge ahead on the path of Knighthood.

This is a fun little game with a lot of different goals to complete. The RPG overtones are really dull, however, by the unnecessary amount of fighting that is thrown in. The pace of the game crawls through these stages and made me wish there was a button to push to go past and continue with the quest.

It's hard to make a good RPG on a portable. Often the options and items that attract RPG fans, are left out. This game has a simple plot and game play. The fighting scenes can become monotonous with the same 4 attacks as well as the frequency with which they occur. It doesn't contain enough to pull it up.

A role playing game for a portable system is not that exciting to me. The concept is very basic and there's not too much that is original or special here. The 4 styles of attack get old and frequent attacks by the enemy make the game very repetitive. Not a bad game, but nothing extraordinary.

If Nintendo waits much longer, the portable market will fall into the hands of the Game Gear and Lynx, without a contest! Knight Quest is not a good game, limited by its target system. Programmers are really becoming adept at creating decent titles for this beast, but the time has come for a change.

Lynx	Atari
PINBALL JAM	
Pinball	Now
2	2 Meg



Double your fun with this dual pinball cart. Packed together for the first time are Elvira and the Party Monsters along with Police Force. Rock with Elvira and shoot for the interactive objects and goals, while listening to her voice. Go all out on Police force nabbing the bank robbers and cleaning up the neighborhood. Both games feature high scoring targets and lots of pinball fun. Check your flippers and jam!

Having two games on one card is an interesting ploy that works - and doesn't work - for me. The similarities on this game are both fun in a less sort of way, but the only real difference between the two is the name and a couple of the field. You basically get the same game, albeit an entertaining one, in two different suits.

The concept of packaging two games together is a great idea. Both games have many targets and fun ball play but the screen is too cramped and congested looking. Sound is moderate with some good digitized voices. The games are fun to play yet lack the visual appeal to make it out of the ordinary.

I found this pinball translation to fall short in many areas. I like having two different machines to choose from. The game play is good, but the playing field is too busy. The music is the only annoying Lynx bleeps, but the digitized sounds and voices make up for it in the end. Good try but it only ends up above average.

Awesome! This game is all fun from the first plunger! Two hot pinball games for the price of one! What a deal! The pinball physics and voices are masterfully programmed, and I would love to see several sequels featuring other classics like Pinbot, High Speed, Earth Knight, and Earth Shaker. How about it, guys?!

Lynx	Atari
SHADOW of the BEAST	
Action	Now
N/A	2 Meg



As a boy you were stolen from your parents and transformed into a slave beast. Upon the sacrificing of your father by the Beast Lord you go on a violent rampage, killing all who stand in the way of revenge. The computer classic from the Amiga has worked its way down to the portables and for good reason. With great scrolling backgrounds, sharp graphics and an eerie soundtrack it's not hard to see why!

This game is well executed and has some dark, but nonetheless impressive, graphics. It remains faithful to the look and feel of the source material from which it's taken. The adventure genre, although the level of interaction between player and game was a bit on the slim side for me. Still a nice looking and playing game.

The computer classic shows that a good conversion can be done on a portable. The graphics and background scrolling are excellent. The game departs slightly from the original but game play remains good. Sound is slightly inferior to the graphics but the overall package will thrill Beast fans on this portable powerhouse.

Now this is how a portable game should be. The graphics are incredible for the little screen it's on! The game play is very good and the levels are just a little different than the original computer version. On the downside, the music is still not up to par with this so-called 32-Bit sound chip buried somewhere inside the Lynx.

The Lynx is really coming out of the closet with some great titles this month! After a small slump in heart-stopping games, Pinball Jam, and now Shadow of the Beast, are hitting home! Although its choppy graphics forced me to give it a seven, it could have scored a not eight with a little fine-tuning.

So now you
need another
Super NES™ Controller,
and there is
a sea of options.





Only one's



SLEEK. EFFICIENT. EVEN FEARED.
ONLY ONE CONTROLLER STRIKES
WITH THIS KIND OF POWER. ONLY ONE
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCIIPAD.



INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.



a killer.

SLOW-MOTION means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite. **THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.**



ASCIIWARE TM

ELECTRONIC GAMING MONTHLY &

NINTENDO

Adventure Island 3	
Action	Hudson
Barman meets Radioactive Man	
Action	Acclaim
Caesar's Palace	
Simulation	Virgin
Cool World	
Action	Ocean
Crash N the Boys Street Challenge	
Action	American Technos
Dragon Warrior 4	
Adventure	Enix
F-117A	
Simulator	Microprose
Felix the Cat	
Action	Hudson
George Foreman KO Boxing	
Sports	Acclaim
Joe and Mac	
Adventure	Data East
Lethal Weapon	
Action	Ocean
Little Samson	
Adventure	Taito

Might and Magic	
Adventure	American Sammy
NBA Basketball	
Sports	Tecmo
Panic Restaurant	
Action	Taito
Power Blade 2	
Action	Taito
Quatro Kids	
Action	Camera
Stanley-The Search for Dr. Livingston	
Adventure	Electro Brain

SUPERNES

Amazing Tennis	
Sports	Absolute
Axelay	
Shooter	Konami
Battle Clash	
Shooter	Nintendo
Cool World	
Action	Ocean
Football 2000	
Shooter	BPS
Final Fantasy:Mystic Quest	
Adventure	Square

Gem Fire	
Adventure	Koei
Hook	
Adventure	Sony
Irem Skins Game	
Sports	Irem
Lethal Weapon	
Action	Ocean
NBA All Star Challenge	
Sports	LJN
Out of This World	
Action	Interplay

Phalanx	
Shooter	Kemco
Space Megaforce	
Shooter	To Ho
Spiderman in Return of Sinister 8	
Action	LJN
Spiderman v. X-Men:Arcades Revenge	
Action	LJN
Super Advantage	
Accessory	Ascii Ware
Super Battered	
Sports	Namco
Super Buster Brothers	
Shooter	Capcom

Super Double Dragon	
Fighting	Trade West
Super Star Wars	
Action	JVC/Lucasfilm
TKO Championship Boxing	
Sports	Softel
Wings 2	
Simulation	Namco
Wordtris	
Puzzle	Spectrum Hobby

GENESIS	
Allen 3	
Action	Arena
Ascii Pod SG	
Accessory	Ascii Ware
Botmon Returns	
Action	Sega
Botman:Return of the Joker	
Action	Sunsoft
Gadget Twins	
Action	Gametek
Jerry Glasville's Pigskin Football	
Sports	Razor Soft
NFL SportsTalk Football '93 starring Joe Namath	
Sports	Sega

**PRESENT THE GAMES OF
October 1992...**



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

ELECTRONIC ARTS SPORTS NETWORK

Superman	
Action	Sunsoft
Super Wrestle Mania	
Sports	Flying Edge
Where in the World is Carmen San Diego?	
Adventure	EA
World Trophy Soccer	
Sports	Virgin
TURBO GRAFX	
Air Zank	
Shooter	Hudson
Dead Moon	
Shooter	Netsume
Ghost Manor	
Adventure	TTI
Prince of Persia	
Adventure	Hudson
Shape Shifter	
Adventure	TTI
NEOGEO	
World Heroes	
Fighting	SNK

GAMEBOY	
Ariel the Little Mermaid	
Adventure	Capcom
Battleship	
Strategy	Mindscape
Cool World	
Action	Ocean
Crash Dummies	
Action	LJN
Dig Dug	
Action	Namco
Dr. Franken	
Action	Kemco
Hit the Ice	
Sports	Taito
Jetsons	
Adventure	Taito
Laslow's Leap	
Action	DTMC
Lethal Weapon	
Action	Ocean
Miner 2049'er	
Action	Mindscape
Out of Gas	
Driving	FCL

Rolon's Curse	
Adventure	American Sammy
Speedball 2	
Sports	Mindscape
Toro's Quest	
Adventure	American Sammy
Terminator 2-Ripcord Game	
Action	LJN
Track and Field	
Sports	Konami
Wordtris	
Puzzle	Spectrum Holobyte
Xenon 2	
Shooter	Mindscape
GAME GEAR	
Allen 3	
Action	Arena
Bart v. Space Mutants	
Action	Flying Edge
Batman Returns	
Action	Sega
Indiana Jones and the Last Crusade	
Action	U.S. Gold
Lemmings	
Action	Sega

The Majors: Pro Baseball	
Sports	Sega
Tasmanio	
Action	Sega
LYNX	
Baseball Heroes	
Sports	Atari
NFL Football	
Sports	Atari
Switchblade 2	
Action	Atari
World Class Soccer	
Sports	Atari

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and is current as of August 20, 1992.

APPEARING IN LOCAL STORES NOW!

NHLPA HOCKEY '93



NHLPA HOCKEY '93

Real Hockey, real players, real action. Skate with the game's greatest players: Linden, Oates, Bure - they're all here with their signature moves and more. Super slap shots, lunging goalies, even brutal forechecks that can take an opponent out of the game! Real penalties, real rosters, real NHLPA players - including the '93 expansion teams Ottawa and Tampa Bay! Skating into your Genesis™ and Super NES™ in time for the holidays!

S-NES PREVIEWS • STRATEGIES • MAPS • TRICKS
FUTURE PLAY • FACT FILES • ULTRA PLAY • HI-TECH

6 ISSUE
SUBSCRIPTION
ONLY \$19.95

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3: The Alien Wars* and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

INCREDIBLE INTRODUCTORY OFFER!! DON'T MISS OUT ON...

- Detailed reviews of the latest games by three tell-it-like-it-is reviewers!
- Exclusive previews of new games from both America and Japan!
- Tips, tricks and strategies, complete with maps, that will let you score higher immediately!

GIVE ME THE SUPER NES BUYER'S GUIDE!

Please start my subscription to the Super NES Buyer's Guide, so I can be up to date on the latest games and 16-Bit tips!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

CREDIT CARD ORDERS: _____ PAYMENT ENCLOSED _____ BILL ME _____

CARD NO. _____ VISA _____ MC _____ EXP. DATE _____

SIGNATURE _____

Please include \$19.95 for your subscription and mail to:
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

For faster service call toll-free: **1-800-444-2884**

Make check or money order payable to Sealab Publishing Group, Inc. Canada and Mexico add \$30.00. All other foreign add \$22.00. All/all checks or money orders must be payable in U.S. funds and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 4-8 weeks for your first issue. The Super NES Buyer's Guide is a Sealab Publishing Group publication and is not affiliated with nor endorsed by Nintendo of America, Inc.



These Armchair Quarterbacks Go 400 Miles Per Hour!



SPACE FOOTBALL

ONE ON ONE™

LICENSED BY
Nintendo



Players travel to exotic locations throughout the galaxy and suit up for super-speed football action in stadiums where gravity is suspended! Jump into the cockpit of a RetroGrav and get ready for the fastest, most dangerous sport this side of the Milky Way! In **Space Football™**, the object is to grab the roving hoverball and blast through your endzone! But there are plenty of hazards to stop you from scoring...

Magnetic flux fields that drain your energy, spincycles that twist you out of control and, of course, an assortment of well-armed opponents that are waiting to crush your ship into dust! Play against a variety of robot warriors (vs. the computer), or in one-on-one action against your friends! See if you have what it takes to become the ultimate high-speed hero in this fantastic fantasy game!

- Choose from 3 levels of competition difficulty and play in 32 bizarre and deadly arenas!
- Race across the fields of play at hypersonic speed - and still turn on a dime with instant reflex-action!
- Master the gravity wave radar to lock-on and capture the floating hoverball.
- Earn Pass Codes that allow you to return to the last level of intense action!
- Out of this world graphics - Only from Triffix!

Triffix
ENTERTAINMENT INC.

5756 Royalmount Ave.
Montreal, Quebec
Canada H4P 1K5

© 1992 Triffix Entertainment Inc. The name Space Football™ is proprietary to Triffix Entertainment Inc. and WOLFGAME LTD. Nintendo, Super Nintendo Entertainment System and the Official Seal are trademarks of Nintendo of America Inc.

EGM'S TOP TENS



NINTENDO



Nintendo's YOSHI

#1 1 MONTH Δ

Nintendo has created another winner in their long line of puzzle games. This colorful cart features game play similar to the hit Tetris. You must match up characters from the Mario Bros. series of games to avoid stacking them to the top of the screen. The game play is simple, but fun and addicting.

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	TECMO SUPER BOWL
3	1	Δ	TMNT 3: THE MANHATTAN PROJECT
4	1	Δ	NINJA GAIKEN 2
6	1	Δ	DARKWING DUCK
6	1	Δ	RBI 3
7	1	Δ	TETRI\$
8	1	Δ	DRAGON WARRIOR 3
9	1	Δ	BASEBALL STARS 2
10	1	Δ	SUPER MARIO BROS. 3



SUPER NES



Capcom's STREET FIGHTER 2

#1 1 MONTH Δ

Since it's release, Street Fighter 2 has easily become the most popular game for the Super NES so far. The first 16-Meg cart available for any home video game system, the Super NES version faithfully captures the excitement and technique of its arcade namesake. Take on the World Warriors in this stunning adaptation.

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	LEGENO OF ZELDA: LINK TO PAST
3	1	Δ	ARCANA
4	1	Δ	CONTRA 3
5	1	Δ	TOP GEAR
6	1	Δ	FINAL FIGHT
7	1	Δ	FINAL FANTASY 2
8	1	Δ	SUPER BATTLE TANK
9	1	Δ	SUPER GHOULS AND GHOSTS
10	1	Δ	SUPER SOCCER CHAMP



GENESIS



Sega's E. HOLYFIELD BOXING

#1 1 MONTH Δ

Get ready for the fight of your life! Customize your fighter and make your way through the competition. If you're good enough, you'll face the champ himself and get a chance at the World Heavyweight title. Enjoy great graphics and digitized sounds as you compete against the computer or a friend.

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	SPORTS TALK BASEBALL
3	1	Δ	BULLS V. LAKERS
4	1	Δ	TAZMANIA
6	1	Δ	PGA TOUR GOLF
6	1	Δ	JOHN MACDEN FOOTBALL '92
7	1	Δ	OLYMPIC GOLD: BARCELONA '92
8	1	Δ	THE TERMINATOR
9	1	Δ	NHL HOCKEY
10	1	Δ	ROAD RASH

Babbage's

America's Software Headquarters

The information below is provided by Babbage's and is current as of August 14, 1992.



GAMEBOY



Nintendo's SUPER MARIO LAND

#1 1 MONTH Δ

One of the first releases for the GameBoy, this cart has retained it's popularity for over two years! Guide Mario through an adventure in the Mushroom Kingdom. You'll get to pilot a submarine and fly through the air in a jet on your way towards defeating the Koopa clan. Now rescue the princess wherever you go!

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	YOSHI
3	1	Δ	NBA ALL STAR CHALLENGE 2
4	1	Δ	THE SIMPSONS
5	1	Δ	METROID 2
6	1	Δ	MICKEY'S DANGEROUS CHASE
7	1	Δ	DR. MARIO
8	1	Δ	HOOK
9	1	Δ	PIT FIGHTER
10	1	Δ	MEGA MAN 2



LYNX



Atari's BATMAN RETURNS

#1 1 MONTH Δ

The Caped Crusader™ is back and ready to take on crime in Gotham City.™ The citizens of Gotham are in grave danger and only Batman™ can help! Fight off the Penguin's™ gang of circus freaks with your fighting skills and high-tech weaponry. Take on the Penguin himself and bring peace back to Gotham!

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	RAMPART
3	1	Δ	HOCKEY
4	1	Δ	GAUNTLET
5	1	Δ	TOKI
6	1	Δ	BLUE LIGHTNING
7	1	Δ	GATES OF ZENODOCAN
8	1	Δ	WARBIRDS
9	1	Δ	ELECTRODOP
10	1	Δ	CASINO



EDITORS'

Capcom's STREET FIGHTER 2

#1 1 MONTH Δ

The number one Super NES title continues to be blistering the thumbs of the fab four! The Review Crew continue to blast each other on the ultimate Street Fighting cart! Don't be surprised, however, if you see this game drop from the top of the mountain soon as a flurry of super softs start making their way home!

RANK	MONTHS	+/-	NAME OF GAME
2	1	Δ	SUPER STAR WARS / SNES
3	1	Δ	SPACE MEGAFORCE / SNES
4	1	Δ	DEATH VALLEY ALLEY / SNES
5	1	Δ	NCAA BASKETBALL / SNES
6	1	Δ	TEENAGE MUTANT NINJA TURTLES 4 / SNES
7	1	Δ	NHLPA HOCKEY '93 / GENESIS
8	1	Δ	AXELAY / SNES
9	1	Δ	ON THE BALL / SNES
10	1	Δ	BIONIC COMMANDO / GAME BOY

Hook



SUPER NINTENDO
ENTERTAINMENT



*Hook fights dirty,
so watch out for his tricks*



*Flying's your greatest power,
but keep your eye on the flight meter*



*You'll face pirates armed with
bows and arrows in Neverland Forest*



*Here's your chance...
you've got him where you want him*



Nintendo



NINTENDO
SYSTEM

Also available for NES and GameBoy.

THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."

— **SUPER NES BUYER'S GUIDE**

"Hook is intelligently made from start to finish. Its execution is excellent."

— **GAME PLAYERS NINTENDO GUIDE**

*"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — **GAMEPRO***

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

SPECIAL TREASURE!

Receive a **FREE** Hook soundtrack cassette when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME** and **HOOK VIDEO MOVIE**.

To get your free Hook cassette mail in the Official Product Code (OPC) area the package of any Hook video game and the Free!™ Purchase tab from the Hook video movie box set—however, only original packaging will be accepted along with your name, age, address and \$1.50 for postage and handling fee.

HOOK Soundtrack Offer, P.O. Box 7094
Young America, NY 13253-7094

Limited to residents of the United States. While supplies last.



LICENSED FOR PLAY BY

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SONY



CIRCLE #120 ON READER SERVICE CARD.

GAMING GOSSIP

...SMSG Project Takes Shape...Sonic the Hedgehog to invade the Airwaves...Mario Gets A Movie Face...
...Nintendo Licensees Scale Back Operations...New Games Systems to Hit Next Year...Where's Data's Head?...

...Step into the driver's seat game fans, the maverick maven of righteous rumors is speeding up to the line with gossip slick enough to out-class a Ferrari! We all know they try to best the Q-Mann with their Yugo-inspired news briefs, but golly kiddies, it just can't be done! So, put a twinkle in your trousers and hit high gear as the master of industry mayhem blows into California with the first big scoop of the month...After months of insidious disinformation and bags full of stories to the contrary, the Q-Minorator has discovered that the Electronic Arts-Matsushita-Wamer pool project named after the company developing it, the SMSG (for San Mateo Software Group) IS a 32-Bit machine with some incredible graphic and animation features but is now rumored to NOT be a CD-ROM-based system. In fact, the Q-Mann has learned through well-informed sources that the unit isn't a cartridge console either. The master plan of the Trip-brigade is to put the SMSG machine into the hands of nearly every American who subscribes to cable television services! Here's the plan: When you get your cable service the local carrier will deliver, for a small fee of \$5-\$10, the SMSG 32-Bit system which you'll rent each month. Then, through a pseudo-pay-per-view service, anxious gamers will have the opportunity to access a library of SMSG titles to download for around five bucks! You'll then be able to play to your heart's content until you decide to turn off the system! While the majority of the initial releases are rumored to be current EA hits, the potential for software sales, er, I mean rentals, is staggering! If the plans works as the rumor mill says, the SMSG could become the dominant force in gaming, with upwards of 30 million units in homes by the end of next year! Quartermann, of course, will keep his followers well-fed with any new SMSG (I know it sounds like a food preservative!) tid-bits that happen my way...

...Look who's made the big time! Sonic the Hedgehog, the mammet of mirth, has penned a deal with the white shirts of ABC to star in his own television show this fall! While the Q-Mann has dug deep, things remain sketchy. What we do know is that the show will be animated and current plans have the blurred blue one beaming into the airwaves for a one-shot prime-time slot! Sources hinted that this could lead to a regular engagement in the same time period or possibly a move to the conventional Saturday morning hours for a one-on-one with the big 'N's own mascot, Mario! Don't look to the Q-Meister to visualize this one, Quarter-freaks, I'll admit it's a nice idea but I just don't see it...Don't be surprised if you see Truxton 2 hitting game systems soon. The game is eating up the Japanese arcade charts and is reportedly so good it could actually dethrone Street Fighter 2!...More news from Terry Aki in Japan: Super Mario 2, America's revamped version of the Famicom classic Arabian Legend disk, is now set to make a second appearance in the Land of the Rising Sun as Super Mario - USA! Give me a break!...

...The long eweited and much talked about Super Mario movie is finally becoming a reality! The Q-Mann's hollywood sources have discovered that Bob Hoskins (of Who Framed Roger Rabbit fame) has been marked to man Mario for the big screen! Another big name star set to play in the video game come to life is Dennis Hopper(?)!!! Quartermann doesn't know his role yet, but he'd fit for the psycho Luigi part...Universal Soldier? Give me a break! The video game version of this sorry summer turkey is really Turrican 2 in disguise...

And for a parting shot, the Q-Mann would like to applaud Spectrum Holobyte and Sega for finally taking the initiative to werp the Next Generation of Star Trek onto video game and CD-ROM screens. I can't wait to play 'em, but I also can't wait for the answers left in the fifth season's ho-hum finale (Bring back the Borg! Bring back the Borg)! I'd put my money on Deta (and his respective head) to turn out to actually be Lore - the evil and twisted psychic brother of everyone's favorite android...Full out the colicphone because that wrzys up this installment of the Quartermann page - the only printed page you'll find in gaming that's long on taste and low on calories...

- QUARTERMANN

Look! These Are The Games We've Been Waiting For!



Spanky's Quest, a Fun Filled Super Adventure Fantasy for the Entire Family!

SPANKY'S
QUEST™

*Available for Super NES
and Game Boy!*

NATSUME Serious Fun™

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010



Nintendo, Game Boy and Super NES are trademarks of Nintendo of America Inc.
Natsume is a registered trademark of Natsume Inc. © 1991 Natsume Inc.

CIRCLE #126 ON READER SERVICE CARD

A TEAM LIKE THIS COMES ALONG ONCE IN A LIFETIME.

Michael, Magic, Malone, Barkley,
Patrick, Pippen, Larry, Robinson, Stockton,
Mullin, Clyde, Laettner.

The greatest team
in basketball history.
The guys who turned
up the heat at the
Summer Games. And
set a new gold standard.

It's all there in **TEAM
USA BASKETBALL™** Every player,
every high-flying move.

Like the team, this game
is a true collector's item.

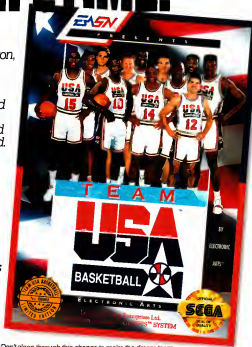
Available for just a limited
time only. Individually
numbered. Including
the special SkyBox
Mini-Mural Collector's
Cards Set.

Nowhere else
in the entire
world can you
find this kind
of hoops action.

Because it's

the only time all these players join forces on the same side of
the court. Each one shooting for the same goal.

Talk about air superiority. You get more fireworks than the
Fourth of July. Earth-shaking slams. World-class shot blocking
and defense. The greatest long-range bombers anywhere.



Don't sleep through this chance to make the dream team.
TEAM USA BASKETBALL is available for a limited time only.



There are new signature moves for each TEAM USA player. Pippen's "around the world dunk." Mr. Robinson's "windmill jam." Magic's entire bag of tricks. And standing between us and the gold is the rest of the world.



Fifteen international teams include Divac's Team Yugoslavia, Marciulionis' Team Lithuania. Even an All-World Team—a squad of the best players from the rest of the world.

Everything's played to international rules. Twenty minute halves. Thirty second shot clock. Trapezoid lanes. Just like Barcelona.

EASN, the Electronic Arts Sports Network, has coverage that's nothing less than global. Famed play-by-play announcer Ron Barr is all over the court like a full-court press. Commentary. Highlights. Instant replay. Real-life stats. The medal ceremony. Plus EASN crews are stationed all over the map, beaming stunning location shots.

Prove to the rest of the world that some of the best things are still made in the USA. TEAM USA BASKETBALL is available for only a limited time for Sega Genesis and IBM.

Visit your local EA dealer or order by phone any time: (800) 245-4525.

Jump now or you'll miss this shot.



Rule the world court. TEAM USA BASKETBALL is full 5-on-5 action with international rules.



Give the world a driving lesson it'll never forget. Each TEAM USA member's style of play is authentic, right down to individual signature moves.



Dominate in Barcelona and teach the world how to sing our national anthem. Or play for another country.

Dominate in Barcelona and teach the world how to sing our national anthem. Or play for another country.



The world's most powerful airforce as captured in this special TEAM USA Mimi-Murali Collector's Cards Set. Every game comes with a complete 3-card set.



If you are under 18, be sure to get a parent's permission before calling. Service requires a Touch-Tone telephone and is only available in the U.S. Average length is four minutes. Messages subject to change without notice. EASN and Electronic Arts are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis systems. Sega and Genesis are trademarks of Sega Enterprises Ltd. USA BASKETBALL is a trademark and in the exclusive property of USA BASKETBALL. CIRCLE #111 ON READER SERVICE CARD.



95 cents for the first minute, 75 cents for each additional minute.

EGM EXPRESS

EGM TESTS SEGA-CD GAMES

The long-awaited SEGA-CD is in production and scheduled for release in November for \$299.

Little has changed since we first reported on the system back in our August 1991 issue. Now that its specifications have been finalized, however, we wanted to take another look under the hood of what may be the beginning of a new era in video games.

The outside of the system is identical to the Japanese MEGA-CD with the exception of the new SEGA-CD decal. The front panel play/access lights have been retained and the output ports on the back of the unit remain the same. All operating procedures (including door commands and disc play) are handled from a menu screen which appears on your TV and is accessed by the Genesis controller.

Removing the outer case and metal shielding we find that the internal circuitry is identical to that of its Japanese cousin - the MEGA-CD. The system chip set has been altered, however, and neither the Japanese nor the European MEGA-CD softs are compatible with the U.S. system.

A speedy co-processor is now employed, working in tandem with



The brains that run the SEGA-CD are on four bulging circuit boards!



The new SEGA-CD will hit stores in November and sell for \$299.

the main CPU in the Genesis, allowing games to play faster while decreasing loading time significantly.

Other custom features include biaxial rotation, scaling, fade and zoom, which are built in. As the programmers become more familiar with these advanced functions, they will be able produce the types of dynamite software that Sega has been boasting of for almost a year now.

One revolutionary feature that is already being utilized in some early games, is full motion video. Thanks to the huge memory afforded the CD format, Sega is able to include a couple of minutes of good movie, TV or video footage in some games. The pack-in disc *Sherlock Holmes*

Consulting Detective shows the strength of this feature and the capabilities of the system.

Since this is a CD player you naturally can play standard audio CDs. The typical controls like repeat, random play and program play are all on the menu screen. The newer CD+G discs will also work on the SEGA-CD. Two output jacks are provided on the back of the SEGA-



Sherlock Holmes will be one of the SEGA-CD discs included.

CD to allow you to run the audio into your home stereo system. What about cartridge game music, you ask? Sega has also included a special mixing input jack on the SEGA-CD that can be used by running a stereo cable from the earphone jack on the Genesis. Now you can listen to your favorite cart music through your stereo system!



The Wondermega combines the Genesis and SEGA-CD in one shell.

SEGA-CD SPECIFICATIONS

Coprocessor	MC 68000
Clock Speed	12.6 MHz
Memory RAM	8 MBIT
	512 ADI PCM
	128 ADI Oads Cache
	64 kbit Backup
	1 Mbit Bios
Boot ROM	8 Channel Stereo
Sound	Up to 32 KHz
Sampling	16 bit D/A compatible
	8 Times Oversampling
	30 Hz to 20 KHz
Frequency Response	Greater than 90 db
Dynamic Range	Greater than 90 db
Channel Separation	Maximum 1.4 seconds
CD Access Time	Minimum 0.8 seconds
	Same as Genesis
Colors, Palette, Sprites	



Try hitting this guy below the belt.

Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, stellar upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



ASCI™ is a trademark of American Softworks Corporation. Power Punch II™, Mitsubishi, and Mitsubishi Entertainment System™ and the Official Seal are trademarks of Mitsubishi of America Inc. Licensed to American Softworks Corporation. © 1992 American Softworks Corporation.

CIRCLE #143 ON READER SERVICE CARD.

No matter how advanced a game system is, it cannot succeed without having a wide variety of good software to play. Sega knows this and for the last year they have been diligently working to create a large library of games to help make the launch of the SEGA-CD a success. Many of the games are being made at their studio in California, while some are being done by Japanese licensees and still more are being programmed by the new U.S. licensees. All told, Sega plans to have more than 20 titles ready when the system launches in November and another two dozen ready by Spring '93.

Sega has given EGM a sneak peek at a few of their games and what we have seen is quite impressive! Many will include motion video, some will start to use the advanced scaling abilities and a couple will incorporate biaxial rotation and zoom features. While details on some of the games are still secret, we have been able to get info and pictures of many of the new CD titles. The details are below:

BATMAN™ RETURNS: Racing action at its best. Pilot the Batmobile through multi-lane highways that wind through Gotham City. Spectacular, smooth scaling of the background and exceptionally fast moving action are just a few of the highlights.

COBRA COMMAND: This title is based on the old laser disc arcade quarter muncher. Renovation was going to do this copter shooter but Sega bought the game from them. Hot!

COOL WORLD: Based on the movie, the game will have moving video.

DOLPHIN: Sega claims that this top secret project will set new standards in quest/adventure games. It certainly won't have a save-the-princess plot.

FINAL FIGHT: Sources at Sega have told EGM that SOA will do the complete version of FF. Is SF2 far behind?

NIGHT TRAP: A new, super hot CD that contains, multimedia full motion video which is completely interactive with the player. Look out for traps in your house set by the Augs and try to use them against the monsters.

SWITCH: A new genre of games which Sega calls animation-gagamation. This adventure-type CD has humorous intermissions and gags spread throughout the game.

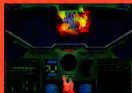
SEGA'S NEW LINEUP OF CD GAMES!



Dolphin will be a quest game that involves new types of game play.



Travel through the deep, dark dungeons of Ultima Underworld.



The popular computer simulation - Wing Commander is coming to CD.



Sega has just obtained the rights to do a CD version of Final Fight.



Batman™ Returns will be one of the first new racing games.



Sega bought the rights to do the arcade classic - Cobra Command.



Sonic the Hedgehog will speed through new levels of excitement.



The CD game - Cool World™ will have moving video from the movie.



Switch is an example of Sega's newest genre of games called Gagamation.

TECMO® SPORTS™

GET YOUR **GENESIS** READY FOR

★ **REAL TEAMS** ★

★ **REAL PLAYERS** ★

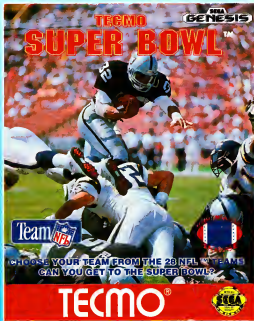
★ **REAL FOOTBALL** ★

- ★ 28 NFC/AFC teams
- ★ For 1 or 2 players
- ★ Changeable playbook
- ★ Team stats & data
- ★ Create your own pro bowl
- ★ Coach mode (you call the plays)
- ★ Real team players
- ★ Save game results
- ★ Full 17 week season
- ★ Weekly stats & standings
- ★ Substitutions & injuries
- ★ Cinemo Screens

COMING SOON

to your
Genesis Dealer

CIRCLE #123 ON READER SERVICE CARD



SEGA GENESIS

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO SUPER BOWL AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

NAME: _____

ADDRESS: _____

CITY _____ STATE _____ ZIP _____

AGE _____

Send to: **TECMO INC.**, Dept. TSB-E
Sequoia Commerce Center
19260 So. Van Ness Ave.
Torrance, CA 90501

SEGA TAKES AIM AT NINTENDO!

Not to be out-done by Nintendo's bazookas, Sega will be bringing out their version of a light gun this month. Called the Menacer, Sega's newest peripheral promises to do anything that Nintendo's does and more.

A major advantage is the Menacer's size. It resembles a pistol more



The Menacer is available now for \$59 and comes with 6 games.

than a bazooka. Clip on an optional gun stock and turn it into a short rifle. Add the binocular sights and special cursor and you can easily zero-in on any on-screen target. The Menacer works like other light guns by sending infra-rad signals to a control box next to the TV. The Menacer gets its juice from 6 AA batteries. The unit will sell for about \$59 and come packed with a cartridge.

The peck-in contains six standard, unspectacular light gun games: **SPACE STATION DEFENDER**

Blow away the aliens that appear on the screen. Shoot them before they shoot you.

FRONT LINE

An Operation Wolf clone. Blow away the tanks, jets and copters while shooting ammo boxes to reload. Shoot them before they shoot you.

TOE JAM AND EARL

Featuring the Toe Jam and Earl characters, you must lob tomatoes at the enemies originally featured in the hit Genesis cart. Grab the on-screen bonuses for additional enhancements and points.

WHACKBALL

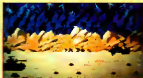
Pong lives! Bounce your sphere against the walls on the screen to knock out the blocks.

PEST CONTROL

Blow the roaches away before they get a chance to nibble on the pizza in the middle of the screen.

ROCKMAN'S ZONE

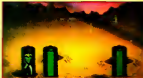
It's Hogan's Alley for Genesis. 'Nuff said.



Target the enemy in Frontline before they open up on you!



Shoot the bugs in Pest Control before they eat your pizza. Whoopie!



Aliens appear randomly in the soft shooter, Space Station Defender.



Lob tomatoes at the baddies in the newest Toe Jam and Earl game.



In Whackball you must knock out the blocks on the walls.

TERMINATOR 2: JUDGEMENT DAY... THE ARCADE GAME

Straight from the arcades, comes T2 for the Genesis and Menacer! Set in a first person perspective, this non-stop, high intensity action, shoot-anything-that-moves game is a natural for Sega's new light gun! Pick your target through the Binocular Module or shoot from the hip by watching the moving cursor on-screen. For those without the Menacer, the game can still be played with a regular controller, but don't look for it to be as much fun! This hot conversion is coming soon from Flying Edge!



The Menacer duplicates the realism of the T2 arcade game!

TECMO® SPORTS™

ARE YOU READY FOR REAL 5 ON 5 FULL COURT NBA ACTION?

- ★ 1 or 2 player action
- ★ Up to 27 player competition
- ★ All 27 NBA Teams
- ★ Full roster of 324 players
- ★ Full court 5 on 5 action
- ★ Team & player statistics
- ★ Regular, reduced, or short season
- ★ Call offensive plays
- ★ Time-outs and overtime
- ★ Substitution & penalties
- ★ Steals, blocks & penalties
- ★ Back-up battery (season cover)
- ★ Programmable win/loss stats.

★ **REAL TEAMS** ★
★ **REAL PLAYERS** ★
★ **REAL BASKETBALL** ★



Nintendo
ENTERTAINMENT
SYSTEM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CIRCLE #123 ON READER SERVICE CARD

COMING SOON

for the
Nintendo and Super Nintendo
Entertainment Systems

OFFICIAL
NBA
PRODUCT

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO NBA BASKETBALL AND A LIST OF STORES WHERE I CAN GET TECMO NBA BASKETBALL.

NAME: _____
ADDRESS: _____
CITY _____ STATE _____ ZIP _____
AGE _____

Send to: **TECMO INC.**, Dept. NBA-E
Sequoia Commerce Center
19260 So. Van Ness Ave.
Torrance, CA 90501

TTI READIES TURBODUO ROLLOUT!



The most popular Turbo CD to date, Y's Books I and II is included!



The special 3-in-1 CD includes the spectacular Gate of Thunder!



Loom SCD



Prince of Persia SCD



Shadow of the Beast SCD



Shape Shifter SCD

In Los Angeles and New York, this October 10th, Turbo Technologies will release their long awaited Turbo Duo game system. While the national rollout is not scheduled until early next year, this all-in-one machine has been generating quite a bit of interest.

The system will sell for \$299.99 and include five pack-in games. TTI has chosen a wide variety of titles so that everyone will be able to find something they enjoy.

There will be two CDs and one Turbo Chip game included with the unit. The first CD is the popular Ys Books I&II, the best selling Turbo CD to date. The second is a special 3-in-1 CD with Bonk's Adventure, Bonk's Revenge, and Gate of Thunder. Gate of Thunder is a game designed specifically for the Duo and utilizes the more powerful operating system. The Bonk games remain unchanged from their cartridge counterparts.

A Turbo Chip version of Ninja Spirit will also be included.

The biggest advantage of the Turbo Duo is the additional memory and power provided by the Super CD upgrade. This upgrade (system 3.0) delivers smoother performance by eliminating the annoying access time of the old TurbGrafx-CD.

Owners of the old TurboGrafx-CD need not worry though. TTI will be releasing a Super CD upgrade card in early November. The upgrade will be available in two configurations. Alone for \$65.00 or with the 3-in 1 Super CD and a coupon book for \$95.00. Don't look in the stores though, because the upgrade card will only be available through a special 1-800 number.

Turbo Technologies promises to support the Turbo Duo and Super CD upgrade with many new softs scheduled for release in the last quarter of '92 and first quarter of '93.

KONAMI & CAPCOM JOIN SEGA

Capcom of Japan has just announced that they will begin producing software for the Japanese Sega Mega-CD.

In a special press conference Capcom stated that their first game will be a complete version of Final Fight. This game will differ from the Super Famicom and Super Nintendo carts because, with the extra memory available, all of the levels in the arcade version can now be included in the CD game. In addition, while the Super Nintendo version featured Cody and Haggar, and the newer Super Famicom limited edition, Final Fight Guy, had Guy and Haggar, the Mega-CD game will have all three characters. Furthermore, sources in Japan are saying that this version may be a two player cooperative

game. As the pictures show, the graphics will be equal to, if not better than the Super Nintendo game.

In a similar fashion, Capcom announced that they will be doing a new complete Mega-CD version of Strider.

Capcom U.S.A., stated that they currently have no plans to bring any of these games to America for the Sega-CD. Officials at Sega, however, are hinting otherwise. The possibility exists that Sega may bring these titles out themselves.



All of the arcade levels will be in the Mega-CD version of the game!

Konami U.S.A. has just announced that they are now a Sega licensee. Their first game will be an all new Teenage Mutant Ninja Turtles game called The Hyperstone Heist. Also scheduled to come out this year is a 16-bit conversion of their arcade classic Sunset Riders. A new Tiny Toon Adventures game is scheduled for a 1993 release. More next month.



Konami's first Genesis game will be TMNT: The Hyperstone Heist

NOTE: This screen shot is preliminary and subject to change



Special attention is being given to creating the character animations!

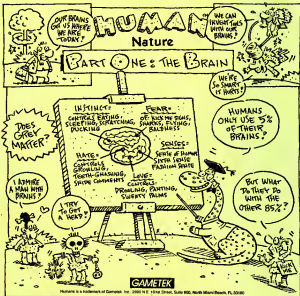
FINAL FIGHT...MEGA-CD vs. CART

MEGA-CD

SUPER FAMICOM



The Mega-CD version will look just like the Super Famicom cart.



SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kurri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.* The all-new version of the most action-packed hockey game ever.

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This

year, the same game designers deliver even more explosive game play.

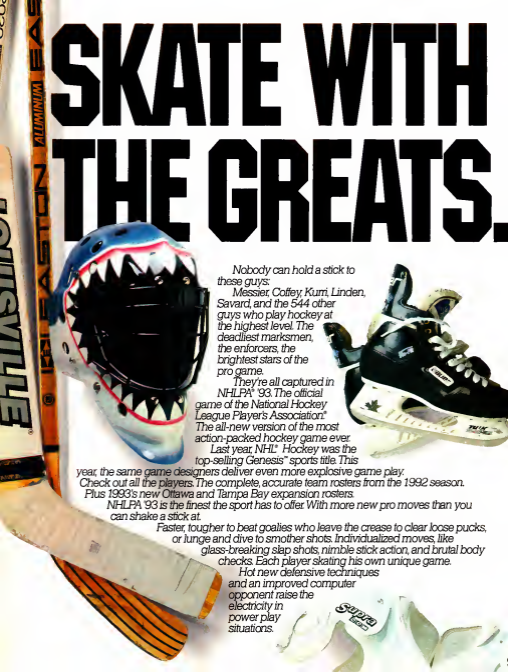
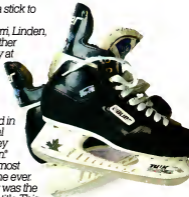
Check out all the players. The complete, accurate team rosters from the 1992 season.

Plus 1993's new Ottawa and Tampa Bay expansion rosters

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.



LEADING EDGE

MORTAL KOMBAT

Hot on the heels of recent hits like total carnage, the boys of Bally-Midway have created a new smart bomb with the potential to lay other fighting games, even Street Fighter 2, to waste.

Mortal Kombat makes a radical departure from normal fare by using live actors to play the parts of the combatants! This wonder of modern video gaming technology promises to take games to new levels of real-

ism and playability.

When asked about the attraction of various arcade fighting games, Roger Sharpe, Director of Marketing for Williams Bally-Midway, explained that "there is an interaction between the players of Mortal Kombat that goes beyond regular video games. Interaction is very important in determining the success of a game."

But what about the scenes of graphic violence in Mortal Kombat?

• HOW IT RATES •

While Mortal Kombat will surely draw comparisons with the other fighting games now in the arcades (and rightfully so), it does represent an extension - and not a duplication - of the theme.

Mortal Kombat delivers all the way! The graphics are absolutely killer, with the blood and guts screen candy merely bolstering what is an impressive play technique already built in. The action is consistent, but never repetitive.

As either a single or two-player (awesome) contest, Mortal Kombat scores a knock-out - and leaves the competition on the canvas!

Overall:

9



The minds behind the magic: (l. to r.) Ed Boon, John Vogel and John Tobias. (Missing in Action: Dan Forden)



The character of Raiden, the thunder god, is taken directly from Oriental mythology.

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Goro can pick you up with his lower arms, and waste you with the top!

PRINCE OF PERSIA®

A young, resourceful adventurer who managed to escape a prison cell in the palace dungeons, you have only 30 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar, the evil tyrant who has stolen her father's throne.

PRINCE OF PERSIA™ will throw you into an exotic world of challenging puzzles and non-stop action featuring the most realistic animation you've ever seen on your NES™! You must be swift and cunning to slash your way through palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?



For pricing and orders, please call 800 VIRG-8107. Visa, Mastercard, American Express, and checks accepted.

Nintendo
ENTERTAINMENT SYSTEM





Roger Sharpe, Director of Marketing for Williams Belly-Midway, the game's creator.

Let's face it, *Mortal Kombat* is not a game that you would want to play after a hearty sardine and peanut butter sandwich. Some of the scenes are downright gross (not that this is necessarily a bad thing!) The "Death Scenes" are particularly noteworthy for showcasing the human anatomy in varied and festive ways ranging from decapitation and disembowelment, to burning and impaling. Some people might think that this is a bit too much while others could argue that *Mortal Kombat* is simply "more realistic".

But if you find the game you're playing lacks such blood and guts, don't despair! Thanks to a truly snappy design, the game comes complete with a number of dip switches (tiny buttons on the game's circuit board) which afford arcade owners the luxury to censor such displays of ultra-violence with the flick of a switch! According to Roger Sharpe, "This will allow managers to take into consideration their clients' tempera-



Nice muscles! The reactions of the characters are sometimes humorous.

ment. If the establishment is a family oriented business, then the owner has the option to tone-down any of the violence that the customers may find offensive." Quite a slick option, but most will probably be initially attracted to the extra level of punch the *Mortal Kombat* graphics employ!

Ed Boon has his own ideas concerning the violence. He said, "There is no denying that

it (the violence) is part of the phenomenon. When we created *Mortal Kombat*, we were thinking like a fifteen or seventeen-year-old.



The distasteful statue of Buddha was a lawn ornament heisted from a neighbor's yard!

We did what we thought would make them say, 'That is so cool!'. Playing the game actually seems like you're watching a movie at the theater. And let's face it, you see things like this in the movies all the time. The only main difference is that this is a video game!"



Some of the characters are martial arts experts procured for their fighting skills.

Talking with the creators of this revolutionary game also yielded some interesting stories about the origin of *Mortal Kombat*. For one thing, some of the characters were acquaintances of the programmers. John Tobias noted, "Some of the people were friends of mine from high school. They are



Here he is! Meet Sheng Tsung, your final challenge and your strongest foe!

all pretty incredible at martial arts." Even more amusing is the fact that the impaled heads that can be seen at the bottom of the "spike pit" are actually the heads of the programmers! The statue of Buddha that surfaces in one level is, in fact, a small stone



Many of the background characters are actually the people who made the game!

statue that was "borrowed" from a neighbor's garden. The statue was then digitized and dropped into the background for an added effect. The use of this digital technology allows for increased creativity and realism in the production of games such as *Mortal Kombat*.

Of course, the obvious question at this point is, "When will *Mortal Kombat* make its way to the Super NES or Genesis?" Roger Sharpe immediately answered, "It will be a



Kano's spinning somersault is a move designed with the help of a computer!

definite possibility based on the success that we have seen so far." Ed Boon, however, cautions, "There are always some things that are lost in the translation between home and arcade. The home companies always claim to have arcade-quality graphics, but there is always something missing."

Whether or not *Mortal Kombat* does come to the home market, one thing is for certain: *Mortal Kombat* is revolutionary. It takes the proven fighting themes that have populated video games for so long and supplies new twists for a bright and refreshing change!

KING OF THE MONSTERS



ONLY THE STRONGEST MONSTERS WILL SURVIVE

The Universe has turned, and Man is no longer master of the Earth. The Era of the Super Monster has arrived. Each monster is cruel and vicious, but who is the strongest Super Monster of all? Only through battle will this be known, as Cities are smashed and Mankind quakes with fear!

Become one of four Super Monsters, and challenge the rest to combat. Fight with massive force and use special powers to defeat! Monster and

human foes alike. Avoid the human's military might and smash their tanks and planes or use them as bludgeons against your fellow Monsters. Defeat all opponents and be crowned the greatest Super Monster of all!

- Battle through eight stages in four Battle Cities!
- Multiple Monster fighting techniques!
- Special deadly weapons for each Monster!
- Play against the computer or tackle another player head to head!

Great graphics, so-real sound effects, and amazingly lifelike street mapping all add to the fast-paced fun. Get King of the Monsters soon—before it gets you!



LICENSED BY
Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

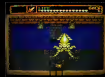
TM 1991
© 1991

TAKARA
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: (212) 689-1212, (800) 253-6532 / Fax: (212) 689-6889

Nintendo, Super Nintendo Entertainment System, and the official seal are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.

CIRCLE #170 ON READER SERVICE CARD.



Neutopia II



Neutopia is in big trouble. Again. The Evil Demon Dirth is back and badder than ever. So you must face His Royal Evilness and destroy him to bring peace back to the land of Neutopia.



Earth is being invaded by mutant aliens, and your band of mercenaries is the planet's only hope. Hop into the Soldier Blade, the advanced weaponry fighter developed for your team, and destroy the aliens in this intense, 16-bit action game.



Soldier Blade



SO MANY GAMES, SO

CD \$149.99

TC-16 \$69.99

TC-CD 219.98



A sword is a samurai's best friend in this game of military strategy that takes place in 12th century Japan. So strap on your sandals and conquer your enemies if you want to become the next Emperor.

Lords of the Rising Sun

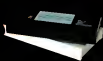


FREE VIDEO!

Get a free 20 minute video of the new Turbo Duo and our software line-up (while supplies last). Send your name, address, age, sex and tell us which game system you use now to:

Free Video Give-Away

Turbo Technologies, Incorporated
6701 Center Drive West
Suite 500 Los Angeles, CA 90045.



Order of the Griffon™

Join the Order of the Griffon™, based on the popular "Dungeons & Dragons"™ game. With your trusty companions at your side, you'll battle scores of evil monsters. Attack them with physical strength or use your magical powers to destroy them. Either way, you'll love the realism of this fantasy role playing game.



Dungeons & Dragons™



TM © 1992 RED



NEW ADVENTURE ISLAND™

Your bride-to-be has been kidnapped and taken to a South Seas island. So if you want to get her back to the altar, you'll have to get through jungles and subterranean caves in order to defeat the evil villain in this action packed adventure.

LITTLE WHITE SPACE.



In this brand new CD game, you and your pal Ozzie the ostrich must defeat your enemies by breaking their bridges. Use Ozzie's sharp beak to crack the bridges and send your enemies to the water below. But if your bridge is broken, you'll be all washed up.



SPLASH LAKE



New Adventure Island, TurboGrafx-16 and Turbo Boy are trademarks of © 1992 Redcat Software. Dungeons & Dragons and Order of the Griffon are trademarks owned by TSR, Inc. Lake, Ostrich, W, USA and used under license from Strategic Simulations, Inc. Sunnyvale, CA, USA. © 1992 Strategic Simulations, Inc. All rights reserved. Splash Lake is © of NEC-Averna, Ltd. Lord of the Rings is © 1992 NECA Technologies, Inc. and © 1992 Votex Multimedia, Inc.

Available at Toys 'R' Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog. CIRCLE #101 ON READER SERVICE CARD.

THE GAME DOCTOR

Ask the Doc! Gamers Pop the Questions

Q: Doc, I've got a question for you about the S-NES CD-ROM: will the Japanese CD-ROM games be playable on the American version of the system and vice versa?

Damon Belanger
San Jose, CA

A: It's been a virtual toss-up as to which letter-writer would win this month's Game Doc Prize Packet, but I'm going to give it to Damon. Gamers have been confused into thinking that the different cartridge casings which the Big Two (Nintendo and Sega) have employed to differentiate the American and Japanese versions of the same system are the sole factor in determining compatibility.

Every game system - the Genesis, Megadrive, S-NES, NES, GameBoy, etc. - has identification numbers. It's a simple matter for the software to

quickly check and see if it's running on a compatible system. Gamers are discouraged from buying Japanese Megadrive software to play on their Genesis systems simply because the carts don't fit in the U.S. machine's slot. However, headstrong types discovered that they could cut away some plastic at the edges of the Genesis cartridge slot and - voila! - most of the Japanese software runs just fine.

It's a simple matter for publishers to take the extra step and have all Japanese software check to see if it's being played on a Japanese system, and have all U.S. software determine that it's running on an American system.

So, while it will be a simple matter to slip a Megadrive CD into its casing and insert it into your Genesis, getting it to run is a different matter.

The Doc has called upon his army of experts to give you the information you deserve!

Q: This is great - my favorite column in my favorite magazine! I've been reading your column for years. I have written you letters, but none were ever published.

My question is about the Sega CD-ROM. If Sega couldn't give its CD drive advanced resolution, more colors, more on-screen colors and more sprites, how come they could give it scaling, zoom and rotation plus a super sound system?

Well, how's that Q?

James Mohr
Brooklyn Park, MN

A: That Q is just fine, James, and this means you've finally made it into the Doc's column! Way to go!

Brooklyn Park, eh? Great town; the mayor is my favorite colorman in the world - Jesse "the Body" Ventura! But to get to your Q, the answer is, in a way, very simple: we don't live in a perfect world. System developers are working under very tight budgets - you can build the greatest system in the world, but if it retails for \$5,000 you won't sell many. So, real world considerations are very important. The Sega people would have loved to include the many features you mention, but it's all a matter of priorities. So you start out wanting to do everything and you end up doing what you can.

In this life, everything is a matter of compromise.

LETTER OF THE MONTH

Q: I have a question concerning the Game Action Replay. Many people send in codes for games they used with the G.A.R. Will it ever run out of room?

Brian Hamm
Menasha, WI

A: I presume you're referring to the Action Replay Cartridge from Gamebusters for the Genesis. The number of possible changes made to any game are finite, but the possible combinations are extensive and should keep players busy for some time!

WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



Your knuckles turn white. Your sweat turns cold. Your heart turns cartwheels. That's what you can expect behind the wheel of the #1 racing title in history, *The Duel: Test Drive II™*, now for Super NES™.

Squeeze into the cockpit of the hyper-fast Ferrari F40® — a twin turbo V8 with 478 horses ready to snap your neck. Boil asphalt in the Porsche 959® — the legendary road rocket that'll do 0-60 in a stunning 3.6 seconds. Leave the launching pad in the Lamborghini

Diablo® — an awesome exotic with a mind-boggling top speed of 202 mph.

Fine tune each car's performance by reconfiguring acceleration and handling. Race head-to-head against the computer or the clock. Blast through bone-dry deserts, mountains and cities — cop sirens and hot music screaming in your ears!

The Duel: Test Drive II™ from Ballistic by Accolade. We provide the scare, you provide the spare!

To order, visit your favorite retailer, or call
1-800-245-7744.



...Will 8-Bit survive? Will CD games prevail?

Q: I've been a loyal reader of yours for some years now and have finally found a reason to write you. With all these drastic changes in the video game market occurring right and left, what do you predict will come about in the future? How will the "systems wars" pan out?

Reading the August EGM really shocked me regarding price cuts, cheaper technology, more advanced hardware, and surges in the number of sequels as well as new and improved games that are to be released within the next year. What is your personal outlook? Will 8-Bit survive? Will CD games prevail? What is to become of the current systems?

**Brian Gottlock
Nanuet, NY**

A: I think 8-Bit is already over, for all intents and purposes. This is not to say there will be no new 8-Bit NES games, only that there will be far fewer of them.

Sega was the clear leader in the 16-Bit wars as of last Christ-

mas, but Sega has had an awful year. It failed to follow up its biggest hits (Sonic 2 is only now being readied for release) and hottest games (ToeJam & Earl). Then, after delighting gamers with Castle of Illusion, Sega followed it up with the difficult-to-play Fantasia. Worse still, the CD-ROM drive was released in Japan and died mostly due to the lack of quality entertainment software support. If manufacturers want video game consumers to purchase CD drives for their systems, they should give them a legitimate reason. Collections of games would be a short term solution, but CD is anything but a certain success in the video game arena.

That the 16-Bit systems themselves will survive seems a surer thing. The prices on the existing units have fallen low enough that, even given the existing libraries, they are a pretty good deal. But ROM is an expensive memory storage medium, so either CD has to make it or prices on the software will probably remain unrealistically high.

Q: I have a few questions for you about the S-NES CD-ROM.

I have heard rumors that it contains a 16-Bit processor which will work with the one in my S-NES to make it a 32-Bit machine. Could this be true? Please set my mind to rest.

P.S.: I read your column in the August EGM. I think the questions you chose to answer were too mundane. How about some deeper Q's?

**Sean Patterson
Carrboro, NC**

A: Too "mundane," huh? You've got to remember, Sean, that the old Doc treats all types of patients. Although the hardcore gamers make up an important element in gaming (especially with readers of EGM), there are plenty of new players joining the ranks every day who can turn to the Doc for answers.

To answer your questions: in the first place, there is no final spec on the S-NES CD-ROM drive, so any information you have received on it is speculative. Secondly, two 16-Bit processors are exactly that: two 16-Bit processors. The power of processors is not cumulative.

A special thanks this time to Dr. S.M., whose insight and analysis was invaluable to this column. Any questions, comments, corrections or corroboration should be sent to:

**The Game Doctor (EGM)
330 S Decatur
Suite 152
Las Vegas, NV 89107**

...Which one do you recommend: Game Gear, Lynx, or GameBoy?

Q: Recently, I became interested in purchasing a portable system. I have been looking at the Game Gear and Lynx. Which do you recommend and could you also tell me something about the color GameBoy and whether it will be better than the G.G. or Lynx?

**Chris Cooper
Fair Oaks, CA**

A: The Game Gear uses more batteries but lasts longer; the Lynx seems to lose power from the moment it's turned on.

Also, neither system has been a major commercial success. I think the Lynx is a solid value at its current price point, even if Atari only produces a dribble of new software from here on in. See what each system has available,

decide which you'd rather have, and buy it knowing either may be discontinued at any time. I don't see either system having a significant advantage in terms of sound and graphics.

Concerning a color GameBoy, Nintendo is still mum on the subject, but I've talked to some experts, and they think we will eventually see such a system.

ROCK & ROAD

Hey Renegade, now you can live the ultimate off road race adventure in a rough and tumble scramble to the finish line on your choice of over 22 authentic Jeep® Jamboree courses. Just try to stay on the trail as you muscle your way through mud, hazardous road conditions and 19 road-hog competitors who'd just love to run you off the track.

FEATURES:

TWO-PLAYER GAME BOY® GAME LINK™: Why just compete against strangers when you can enjoy a straight head-to-head race against one ruthless friend?!

THREE TYPES OF RACE SEASONS: Start out with practice courses to improve your time in the Short, Intermediate or Championship race seasons ahead.



For more information, pricing and orders, please call 800-VIRG-1107. Visa, MasterCard, American Express and checks accepted. Get help with our hotline! Call 1-900-28-VIRGIN. Calls are charged at 75 cents per minute and you must be over 18 years of age.

Jeep® and the Jeep® Grille Design are trademarks of the Chrysler Corporation and are used under license © 1998 Chrysler Division Software Ltd. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Nintendo, Game Boy and the Official Game Boy Seal of Quality are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc.



QUESTION:

How do I get higher scores?

ANSWER:

Turbo Touch 360™

QUESTION:

***How do I eliminate thumb fatigue
and blisters?***

ANSWER:

Turbo Touch 360™

QUESTION:

***How do I get better diagonal and
circular control?***

ANSWER:

Turbo Touch 360™

QUESTION:

How do I get more "into the game"?

ANSWER:

Turbo Touch 360™

QUESTION:

Where do I get it?

ANSWER:

At your Video Game Retailer! Now!

TURBO TOUCH 360™

Technology Break-through in Video Game Control

No Need To Push!

TURBO
TOUCH
360™

Higher Scores
or
Your Money Back!

START

TURBO

TRIAx

For use with Sega Genesis®
and Master System®



Gives you easy
diagonal control



Gives you
circular control



Faster movement for
higher scores



No more blisters or
"numb thumb"

Extensively consumer-tested with game players, software developers and game reviewers, the Triax Turbo Touch 360 video game controller brings a new dimension of control and comfort to video game playing. It's a break-through product, offering the benefit of higher scores and longer play without "thumb fatigue". Just pass your thumb or index finger over the control sensor—you don't have to push down. And, thanks to better diagonal and circular (360°) control, the newest and most challenging games are easier to control and more fun to play. TRIAX is so confident that the Turbo Touch 360 will improve your performance that, if you're not getting higher scores after thirty days, we'll refund your purchase price (see box for details). The Turbo Touch 360 is the right product at the right time.



For use with Super Nintendo
Entertainment System®



For use with
Nintendo Entertainment System®



Call 1-800-858-7429 for the name of your nearest Turbo Touch 360 retailer

Patent Pending. Sega, Genesis, and Master System are registered trademarks of Sega of America, Inc. Nintendo, Nintendo Entertainment System (NES) and Super Nintendo Entertainment System (Super NES) are registered trademarks of Nintendo of America, Inc. Turbo Touch 360 and Triax are trademarks of Triax Controls, Inc. ©1992, Triax Controls, Inc.

CIRCLE #180 ON READER SERVICE CARD.

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Welcome one and all to the new look EGM and the new International Outlook, written by the only gaming insider with the contacts and connections to bring an entire world of video games to these pages! As a past contributor to Quartermann and the rest of the EGM staff, I look forward to scoring the scoops and putting you in the know first!

As you read this I'm on my way to both the Nintendo Toy Show and JAMMA conventions in Tokyo! The weather may be hot, but the games are even hotter, with a wild line-up of great new carts as well as the first batch of super CD games for all the systems! I've been scoping out all the CD platforms in the past couple of weeks and even managed to get advance word on some of the most rippin' softs due to hit stores through the end of '93!

Be sure to look for a special report from the floor of both of these shows in the next issue of EGM! From the rumors that have hit the streets (including tasty ones revolving around a Street Fighter 2 update and a new Mario game for both the Super NES and Super CD) here in Japan, you can bet that this is going to be one of the great gaming get-togethers of the year!

SQUARE SOFT OF JAPAN

FINAL FANTASY V

SUPER FAMICOM

16 MEG

CARTRIDGE



Seven years have passed since Cecil first rid his beloved homeland of tyranny. Square Soft of Japan is unveiling their latest addition to the mind blowing Final Fantasy RPG

series titled, aptly enough, Final Fantasy 5.

This title will likely be renamed Final Fantasy III in the states. Although FF II was a nice 8 Meg entry, this new version is a stupendous 16 Meg monster! With this memory upgrade comes more levels, more monsters and more excitement than ever before!

Other features include the lovable chocobos, new characters and highly detailed towns and outside lands for you and your party to explore! Earn experience and gold by defeating creatures that threaten the peace you've worked so hard for. Continue the quest for peace in this expanded edition of classic game!



All combat is played in a manner very similar to previous Final Fantasy games!



Here come the chocobos! The friendly little birds are here again to help you.



This old, wooden bridge leads to other fascinating areas for you to explore.



BASEBALL SO REAL...

ON SALE NOW!

8
MGS

RBI
BASEBALL
4

MLB

GENESIS

► **Real Pro Ball Players!**
► **1991 Player Stats!**
► **All 26 Pro Teams, each with their home stadium!**
► **Division Champs '83 to '91!**
► **"Home Run Derby"—and more!**

OFFICIAL
SEGA
REAL OF QUALITY

TENGEN



All new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



Like a real manager, you select your lineup made up of real stars—and superstars.



Go for the fence against a pitching machine with your favorite batter in "Home Run Derby."



Put yourself into a game-winning, heart-pounding "Over the Hill" situation.

...IT'S UNREAL!

RBI™ 4. The best just keeps getting better.

Buy your Tengen games at Toys "R" Us, Kity-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc. and other fine retailers. Or call **1-800-2-TENGEN** to order.

©1991 Tengen Games Incorporated. Tengen, Inc. ©1992 1-800-2-TENGEN Tengen, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd.

TENGEN
VIDEO GAMES

LEADING THE WAY IN 16-BIT GAME TECHNOLOGY
675 Spangmore Drive, Milpitas, CA 95035 • 408/473-9400

CIRCLE #142 ON READER SERVICE CARD.

INTERNATIONAL NEWS

A 'SUPER' SYSTEM PLAYS ITS LAST PIXEL...

Start playing the taps for NEC's first stab at a next-generation machine with a system that wasn't. Originally debuting as an overpriced, underpowered super system complete with big promises and no follow-through, the Super Grafx is now dead. Boasting a couple of good softs to its credit (both Strider and Ghosts were winners at the time), the machine just never attracted an audience nor a third-party base because of its inability to keep up with the bigger boys on the block, Sega



The Super Grafx in all its glory!
Now it's a thing of the past!

and Nintendo. Good 'ole Super did manage to do a good job of hiding its PC Engine guts behind a new Hudson graphics processor, but overall unit sales fell well below the numbers needed to attract outside developers. Still, the machine had the biggest joystick on the block, even though they never let us touch it.

BIG NEWS CDs...

As all of EGM's regular readers already know, the market for CD-based gaming is big-time biz in Terry Aki territory. The hottest CD platform is (and has been for a long time now) the PC Engine CD-ROM. Faced with some

ENIX OF JAPAN

ERNAID

SUPER FAMICOM

UNK. MEG

CARTRIDGE

Ernaid may sound like a rather silly name for an RPG, but the game is as involving and sophisticated as anything on the market.

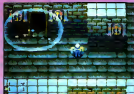
The game technique takes a revolutionary new path for role-playing. Looking at the superb graphics while listening to the orchestrated sounds is quite exciting indeed!

You are a lone fighter and must stop an evil force. As you visit new towns, people may pledge their lives to the good of your cause. While the story may be tried and true, the way it is presented is completely unique!

The combat scenes are truly revolutionary in detail and animation! Just don't be surprised to see a name change before it reaches these shores.



You and a couple of companions must locate helpful treasure throughout!



Journey through twisting Labyrinths that may not lead where you expect!



Check out these super exciting battle scenes! You fight your enemies alone!



As you progress, you'll notice how your foes become nearly unstoppable!

NAGUZANTO OF JAPAN

NAGUZANTO'S SUPER PINBALL

SUPER FAMICOM

UNK. MEG

CARTRIDGE

Naguzanto of Japan proudly introduces their very first pinball game, soon to be unleashed to the Japanese gaming public!

Besides boasting some beautifully rendered background graphics, this game offers players a real reflex-test. For instance, to enter the bonus rounds, you must hit the ball in certain patterns against background blocks. One wrong choice and you lose the ball!



Once you make it to the end of the level, you will face a gruesome end boss!

On the bonus stages, use your flipper fingers to launch the ball into enemies.



CHOOSE YOUR WEAPONS.

You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but those two can combine into one superfighter of astonishing power!



EPIC
GAME 2



SUPER NINTENDO
SUPER ENTERTAINMENT SYSTEM

NTV International
Corporation
50 Rockville Plaza
New York, NY 10020

NTVIC

Available at Toys 'R Us, Sears,
Electronics Boutique, The Wiz,
Software Etc., Walden Software
and other retailers nationwide.



Q*Bert 3 for the 16-bit Super NES system takes the classic Q*Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q*Bert 3 introduces a whole universe of new enemies, obstacles and items.

Now Midway © 1992, NTV International, Inc.
Based on Original Work © 1982 Dan Aykroyd,
Parker Industries, Inc. All characters are
Marked Characters of the Midway Company.

Midway, Super Nintendo Entertainment
System and the SNES logo are registered
trademarks of Nintendo of America, Inc.

HE'S QUICK, HE'S CURIOUS, HE'S QUBE-ACIOUS!

INTERNATIONAL NEWS

new competition from more powerful competitors, NEC has put development of new Super CD softs into high gear!



The Super CD-ROM version of Strider for the PC Engine is greatly enhanced!

Leading the NEC assault on the Super CD marketplace is Cosmic Fantasy 3, the latest in the series of Cosmic Fantasy quests. Also on the horizon for the NEC CD upgrade are Strider (rumored to be both graphically and musically enhanced) and Hellfire 2. This sequel to the popular Genesis shooter from Toaplan boasts an all-new armada of starships and weapons. The action is also likely to be enhanced thanks to the CD upgrade.



Planeta 1/2 is yet another game that will take advantage of the Super CD!

Other PC Engine CD-ROM games planned for later in the year or early '93 include the arcade classic, Marble Madness (we finally get additional levels and arcade-quality music at home) as well as Planeta 1/2, the comic book adventure that's playing well in other formats.

K. AMUSEMENT LEASING CO. OF JAPAN

2020 SUPER BASEBALL

SUPER FAMICOM

12 MEG

CARTRIDGE

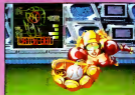
In the year 2020, sports have taken on a whole new meaning. Human players can no longer thrill an audience like before. There was only one thing left to do. Have super cyborgs replace humans!

It seems that more and more Neo-Geo titles are being ported over to the Super Famicom. 2020 Super Baseball is the latest to make the transition.

Choose from a wide assortment of cybernetic teams and prepare yourself for the hottest cyborg action ever seen. Your players can be powered up to enormous limits, giving them the capability to jump to the sky and run at super speeds. With each move of your players, there is an animated display showing them in action!



The robot drones are primarily used as outfielders in 2020 Super Baseball.



It's a long drive to right field! Make the diving catch to save your neck.



The radar display shows the whole story. This guy just barely missed.



The bases are loaded and this guy is feeling the pressure stacking up!

CAPCOM OF JAPAN

ROCKMAN WORLD 3

GAMEBOY

UNK. MEG

CARTRIDGE

Dr. Wily never rests! Rockman World 3 is a mixture of the 8-Bit Rockman 3 & 4 games that are so popular across the sea!

This super portable version contains many of the original bosses but the levels look refreshingly different. Rush is available to help in tough situations that Rockman cannot handle by himself.

Prepare yourself for another GameBoy classic!



The cybernetic pooch, Rush, is also on standby to lend a hand to Rockman.

Do you recall this enemy from the U.S. Mega Man 3? Well, he's even tougher now!



Spindizzy

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WORLDS™ 

Just how far can you take it?

One look down, and you'll never know. After all, when you're racing along narrow catwalks, searching frantically for energy crystals, there's no time to dwell on a fear of heights. Especially since the clock keeps ticking, and you haven't even begun to explore this intergalactic moze. Maybe... over there!

Another quick turn, and you're racing down a ramp so steep, you want to shut your eyes.

Fighting to slow down, you catch some major—and

totally unintentional—air. Mid-flight, you spot the crystals, but it's too late; you're already over the edge. Before you know it, you're learning what

it's like to bungee jump* without the cord. With thirty completely different worlds, and fifteen levels to each world, you may not make it on the first try—

but you'll certainly get hooked along the way.

Spindizzy Worlds.
Join the Revolution.



ASCIIWARE™

CIRCLE #202 ON READER SERVICE CARD

Spindizzy Worlds™ © 1991 Paul Shirley. All rights reserved. Licensed to Activision. © 1992 ASCII Corporation. ASCIIware is a trademark of ASCII and ASCII Software, Inc. Nintendo, Super Nintendo Entertainment System, and the Official Seal are the registered trademarks of Nintendo of America Inc. All rights reserved.



INTERNATIONAL NEWS

I WANT YOUR SPECS...

In Japan the Super Famicom is clearly becoming the leader in the 16-bit market, a position that's been bolstered in recent months with the introduction of, among other titles, Street Fighter 2! With Nintendo's dominance once again solidified in Japan, the new focus is on the Super CD-ROM as well as the first line of software booster chips for Super Famicom games. As Nintendo works to improve real and perceived speed impediments in its systems, several new games are on the horizon that could have considerable impact on game players living on both sides of the Pacific.

While we've heard about the Seventh Guest as a possible Super CD pack-in, the word on the street is that several proven titles are also on their way to CD immortality! Among the best-known entries are a disc version of Super Mario (like we didn't know), F-Zero (upgraded with first-person polygon graphics) and Super Double Dragon. Other likely candidates for CD stardom are Donkey Kong (being overseen by Software Toolworks), Final Fight (now being completed for the Sega platform) and a new Gradius game complete with new graphic modes and movie-like soundtracks accompanying the action!



Will F-Zero be made over for the new Nintendo Super Famicom CD-ROM?

HUMMING BIRD SOFT OF JAPAN

RECORDS OF THE LODOSS WAR

PC ENGINE

CD

CD-ROM

Now here is a game that will appeal to two major types of people! This game is an RPG representing the closest thing to Dungeons and Dragons ever! The game features Kobolds, Dark Elves and Red and gold Dragons, not to mention EVERY form of good and villainous characters straight from the actual role-playing game!

The show is also seen by most experts as one of the most popular series showcasing Japanese animation. All of the cinematics were done by the same artists and are just as smooth and action packed as the actual mini-series!

So whether you are a devoted fan of the Anime, or are looking for an extremely close version of D+D, this game is for you!



There are many lands to explore, each one consisting of several continents!



This pic of the young hero and his elf companion is but one of the cinematics!

MELDAC OF JAPAN

THE KING OF THE RALLY

SUPER FAMICOM

8 MEG

CARTRIDGE

Hey all you mud slingers! How about a real test of man and machine? If you feel up to it, then hop in your four wheelin' machine and enter The King of the Rally tournament.

This 8-Meg cartridge features a unique playing perspective that keeps your truck in the forefront of the screen at all times while your viewing angle changes.

There are a veritable cornucopia of tracks to compete on while out-running your heavily trained opponents.

The instrument cluster provides all your vital information at a glance. This includes placement, KPH, and fuel remaining.

As you complete the tracks, you can save your progress on the built in battery back-up feature!



These guys play rough! That blue truck spells certain disaster for you!



Whoa, look out! The green truck is beginning to swerve in front of you!

SUPER NINTENDO



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

SUPER ADVANTAGE.

OVERSIZED JOYSTICK.

Over-directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION.

Slow down the enemy guns when things get out of control.

TURBO SPEED.

A fully adjustable fire-control system (up to 30 shots per second).

AUTO TURBO.

Controlled firing that's hands-free. You won't find this anywhere else.

FIRING BUTTONS.

Instantaneous response and built to last.



LICENSED BY

Nintendo

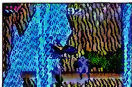
Official
Nintendo
Seal of Quality

ASCIWARE

CIRCLE #202 ON READER SERVICE CARD.

©1992 ASCII Entertainment Software, Inc. P.O. Box 4478, San Mateo, CA 94403. Telephone: 415/578-7005. ASCIIWARE is a trademark of ASCII Entertainment Software, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super Advantage, and the official seal are registered trademarks of Nintendo of America, Inc.

INTERNATIONAL NEWS



Ninja Gai Den is one of many Famicom favorites coming to the Mega Drive!

With what seems to be the rare exception of soon-to-be-hits like Ninja Gai Den, Golden Axe 3 and Sonic the Hedgehog 2, almost all of Sega's big-time titles will be launching on either a CD-specific or CD/cartridge combination in '93.

A strong staple of the Mega-CD appears to be shooters, evident in the decision to showcase the strength of the machine with familiar names such as G-Loc and After Burner 3 (isn't this a bit redundant Sega??). Among the blast-a-thons already out in Japan or soon to surface are Aleste-CD (more variations on the Zanic theme) and Thunderstorm-FX.

Another new type of CD-ROM game, which is actually a hold-over from the early days of the laser-disc video games, is interactive animation. Both Cobra Command and Galaxy Express 999 (both unveiled as big-time quarter-suckers in the states), will show up later in this year. Sega has the rights to both for the U.S. market.

It does appear that it took 'em awhile, but the flow of discs should be pretty consistent (both here and in the U.S.) from here on out.

For the Mega Drive there were a couple of new softs with potential unveiled recently. The hottest of the bunch included Super Shinobi 2, an update on the classic fighting game.

RAZORSOFT OF JAPAN

THE BRASS BOSS

SUPER FAMICOM

8 MEG

CARTRIDGE

Japan is really digging itself into the fighting game genre! It seems like nearly every company will have one fighting game out by the end of the year!

The Brass Boss was originally developed by Telenet of Japan, but RazorSoft of Japan will eventually be releasing it!

The game begins with our hero who fighting off every opponent in his way. Characters have to watch for the super-secret moves that enemy fighters attempt to perform, as well as the hidden secrets within the stages themselves!

One-on-one combat is the theme here and The Brass Hero really delivers all the action and excitement it promises.



Put this guy back where he belongs. One punch to the head and he's down.



This screen shows your character and the opponent you will face.



Daisy knows her stuff. Amon is charging up for a powerful sneak attack.



Amon gives Lavban the ol' heave ho to knock this dude out of the picture!

NIHON BUSSAN CO. OF JAPAN

SUPER F-1 CIRCUS

SUPER FAMICOM

8 MEG

CARTRIDGE

All forms of wheel to wheel racing are very hot in Japan right now. Super F-1 Circus captures the excitement that has the Japanese screaming for more!

You can modify your racer to accommodate the needs of the race track! Head to the starting grid and slam past other racers determined to win. Incredible racing intensity has never looked better than Nihon Bussan's Super F-1 Circus!



The first hair-pin is where top racers can get turned into twisted metal! Take it easy.

Sometimes you will race in less than perfect conditions. Watch your speed or else!



PLAY LIKE A PRO!

NEW INFO ON THE SMSX 32-BIT GAME SYSTEM!
INTELEND • SEGA • SUPER NES • TURBOGRAFX-16 • SUPER32 • DARTBOT • GAME GENIE • LINE • REDUCED • ARCADES

ELECTRONIC GAMING MONTHLY

SPECIAL COLLECTOR'S ISSUE

1992 FALL PREVIEW!!

HAPPY, HAPPY, JOY, JOY
REN & STIMPY
ON SUPER NES, NES AND GB

EGM PREVIEWS
COBRA COMMAND CO
OUT OF THIS WORLD 2
SUPER MARIO KART
MARIO PAINT
PREDAYOR 2

SONIC 2

Now Pix Never Seen Before!
Exclusive GG Coverage!



Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find!

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You get all this and more, only in the Biggest and Best video game magazine. Be the first to get every action-packed page delivered to your door each and every month by taking advantage of this special offer! Subscribe today to play - and look - the best that you can be!

SUBSCRIBE TO EGM & GET AN EGM T-SHIRT

LOOK LIKE A PRO!

FOR A LIMITED TIME ONLY!

Subscribe to EGM today and you'll receive much more than the first news of the hottest games, incredible contests and the only multi-person game reviews!

With your paid subscription, you'll receive this special collector's T-Shirt, emblazoned with the EGM attitude that will turn heads and make you feel like a pro no matter where you play!

**EGM T-SHIRT
\$9.95 VALUE
FREE!**



FREE WITH YOUR V.I.P. SUBSCRIPTION:

- Free Newsletter With V.I.P. Info!
- Special Money-Saving Coupons!
- Other Items Not Found At Newsstand!

RT FREE

DO I WANT TO BE A VIDEO V.I.P.? START SENDING EGM NOW!

Get 12 issues of EGM plus a collector's T-Shirt for only \$27.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues
Only
\$27.95!



Name _____
Address _____
City _____
State _____ ZIP _____
 Payment Enclosed Bill Me
Credit Card Orders:
 VISA MC
Card No. _____
Exp. Date _____
Signature _____
T-Shirt Size: Small Large

For Faster Service, Call Toll-Free:
1-800-444-2884

Make check or money order payable to Sendak Publishing Group, Inc. Canada and Mexico add \$10.00. All other foreign add \$20.00. All bill checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. International Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank. Please allow 4-6 weeks for your first issue.

51170

T-SHIRT WITH PAID ORDERS ONLY.

TRICKS OF THE TRADE

KONAMI	T.M.N.T IV	▲ ▲
SUPER NES	INCREASE TO 10 LIVES	▲ ▲



Incredible! Now there is a way to increase your available lives in this awesome 1 or 2 player action game. First, make your way to the title screen and use controller 2 to put in this well known Konami code: UP, UP, DOWN, DOWN, LEFT, RIGHT, B,

A. Next, go to the options screen with controller 1 and you should be able to increase your number of lives even further. You can normally choose 3, 5 or 7 lives. But with this new code, you can move one notch higher and increase your lives to 10! You can

choose one or two players and start the game. When you start fighting the foot soldiers, you will see that your lives have increased more than usual. With ten lives, you'll be able to get further into the game, either alone or

with a friend. The pictures below illustrate the trick better. Turn to EGM for the very best in tricks first!

Brandon Klopp
Thousand Oaks, CA



During the title screen, take controller 2 and do the code.



Go to options with controller 1 and you can choose 10 lives.



After you chose your options, pick a one player...



...or a two-player game. Both players start out with 10 lives.

FREE!
Instructions,
Tips & Secrets
Video, plus
Newsletter
With Purchase

THE GAME HANDLER ONE-HAND CONTROLLER



LICENSED BY



COUNSELOR 1-800-800-7185 HOTLINE



CAPCOM

STREET FIGHTER II

SUPER NES

KEN VS. COMPUTER KEN TRICK(2)

This is an alternate method to play Ken vs. the computer controlled Ken. First, you must start a one player game. When you get to the player select screen, highlight Guile's picture, but do not push any buttons. Eventually, the computer will pick Guile and send him to Ken's stage. Once he is there, press START on controller 2. You will be brought back to the player select screen. Pick E. Honda as your second player and you will go back into Ken's stage. You must now wait until the time runs out for 4 rounds. If you hit any player during this time, the trick will not work. At the end of four rounds, Guile will lose the match, leaving his defeated face on the continue screen. Next, press the START button on controller 2 before the counter reaches 0 and you will return to the right side of the player select screen. Take controller 2 and pick

Ken. You will see the same color Ken show up on the left of the screen before you enter the first round. You will be fighting the computer clone of yourself! You will start on the right side of the screen and, unfortunately, it is very easy to get confused with which Ken you are.

If you want to alter the trick, simply put in the Character vs. Character Trick (DOWN, R button, UP, L button, Y, B as the Capcom logo fades in). Do the new Ken vs. Computer Ken(2) trick that was just described and press START whenever you choose your characters. Both of the Kens will be in their alter ego colors, but the trick itself will not change. You can fight as Ken vs. Computer Ken as many times as you want, as long as you always lose all your matches against the computer-controlled player.



Choose a 1 player game and press START on controller 1.



Wait for the computer to pick Guile in Ken's stage.



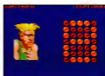
Take controller 2 and press START to join in the game.



Pick E. Honda as your 2nd player's character.



Sit for 4 rounds and when you see the "continue" screen...



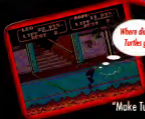
...press START on controller 2 and pick Ken. Ken vs. Ken!



GAMEHANDLER
CONTROL

3021 Bethel Rd. #108
Columbus, Ohio
43220

"Make Mario Run Backwards!"



Where did the
Turtles go?

"Make Turtles Disappear!"

GAMEHANDLER lets you revive the investment you have in games now!

Here's a neat trick you can do only with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

GET A GAMEHANDLER®!

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

NO CODES

NO PROGRAMMING

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS

CIRCLE #228 ON READER SERVICE CARD.

TRECO

FIGHTING MASTERS

GENESIS

WARRIOR VS. SAME WARRIOR

Select the two player option at the title screen. Once you get to the character selection screen, move the cursor to the warrior that you want to use for this trick. Now, timing is very important. Have player 1 press DOWN and B at the same time. If your timing was right, then the name of the warrior under your player's name will be darkened, as if he/she

were chosen. However, your warrior's picture should still remain in the player 1 icon box. Because the name beneath yours was darkened, your character still remains available for player 2 to choose. Have player 2 select the same warrior. You will now be fighting warrior vs. warrior.

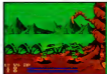
Sean Eystone
Kapaa, HI



Start a two player game and do the trick. Timing is critical!



You will now be able to fight against the same character!



CAPCOM

STREET FIGHTER II

SUPER NES

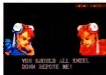
CHUN LI'S TWO NEW SAYINGS

Now you can access the hidden messages that Chun Li says in Street Fighter II. First, put in the Character vs. Character trick (Press DOWN, R button, UP, L button, Y, B as the Capcom logo fades in). Start a one player game and pick Chun Li as your player. Next, press START on controller 2 and pick the other Chun Li. It does not matter what stage they

fly to. Once you do this, have the two fight, or just take one of the Chun Li's and have her trash the other one. When the match is over, the Chun Li that won the match will most likely say one of two new messages that she does not give when fighting the other Street Fighters! This is random, and Chun Li might still give her normal sayings too.



Do the code, and have the 2nd player join in as Chun Li also.



Look for two new sayings that Chun Li gives her alter ego!



SETA

F1 ROC

SUPER NES

EXTRA MONEY

To get \$10,000 instead of the original \$500 you usually start out with, go to the screen where you enter your name and put in SETAUSA. When you get to the parts configuration screen, you can buy just about anything you want, because your available cash will be increased to \$10,000! Get the best engine or buy multiple parts to enhance your car!



TAITO

ON THE BALL

SUPER NES

CHANGE GRAVITY

If you want to mess around with the gravity in this game, just enter this code on the password screen:

ZLJJPJ

Make the gravity match any of the planets in the solar system and watch your game change as you play. Either hug the walls or bounce off and float with this code.



Feel the Power. Experience the Magic!

For those who choose to brave dark, foreboding dungeons, unravel riddles as ancient as time, and clash with sword and magic against hideous beasts and tactful villains...

Welcome to the land of Varn!

Lead your party of hand-picked adventurers into this enchanted world! From the beast-ridden caverns of the underworld, to the majestic castles of the land, you'll travel in search of clues to unlock the Secret of the Inner Sanctum!



Beware, brave warriors, for the labyrinths of Varn are heavy with the smell of Doom.



Train your Sorcerers and Clerics in over 96 spells of destruction and defense!



Discover over 250 weapons and items as you venture through the land of Varn!



Deliciously full of Varn history!

American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501
Phone: (310) 320-7167 • GAME TIPS: (310) 320-7362



SAMMY™ is a trademark of American Sammy Corporation. Nintendo and Nintendo Entertainment Systems™ are registered trademarks of Nintendo of America, Inc. Might and Magic™ is a registered trademark and New World Computing™ is a trademark of New World Computing, Inc. and a used with permission. Nintendo™ and Nintendo Entertainment Systems™ are registered trademarks of Nintendo of America, Inc.

NEW WORLD COMPUTING™

CIRCLE #118 ON READER SERVICE CARD.

Join the Sammy Club!

▶ Catch the hottest game tips and sneak previews NOW!
Join the Sammy Club for FREE and be eligible to win the most excellent prizes!

Mail this coupon to: American Sammy Corporation
2421 205th St. STE D-104 • Torrance, CA 90501

Name: _____ Age: _____
Address: _____
City: _____ State: _____ Zip: _____

The Invading Dragon

CAPCOM

STREET FIGHTER II

SUPER NES

GO STRAIGHT TO BOSSES

Here is an easy way to go right to the bosses in Street Fighter II. Start a one player game and choose a character. Next, when you fly to a character's stage, press START on controller 2. Choose the character that was on the stage you were just in with controller 2 and beat that person up for both rounds. Now, wait for the next fighter's stage to

appear and do the same thing for each and every one of the fighters. You can now make your way to Balrog without fighting any of the previous characters!



Choose your character and do the trick with controller 2.

BOSS BONES A NEW CHALLENGE!



You will be able to get to the bosses easier this way.



BIGNET

WARRIOR OF ROME II

GENESIS

PLAY TUG OF WAR

To break the monotony of strategic war, you can play 'Tug of War' with a friend! Start a new game and press START on controller 1. When you see the selection window, go to the Load Data line and position the cursor to the far right. With control pad 2, press and hold the START button while on controller 1, push the A button. A 'Tug of War'

game will appear on your screen using the warriors from the game. Press START on controller 1 to do battle. To control the men on the left side of the screen, press the C button rapidly on controller 1. To control the men on the right side, press the C button rapidly on controller 2. The count will indicate the number of times that you pushed the button.



Call up the menu and put the cursor on the Load Data line.



Move the cursor right and do the trick for 'Tug of War.'



TAITO

ON THE BALL

SUPER NES

SOUND TEST

To access the sound test for On The Ball, simply go to the password screen and put in the code:

NRRRP

The screen will pause for a second and you will then be taken to a sound test screen in which you can pick your sound, hear it in stereo or mono, or exit and return to the game password screen.



TAITO

ON THE BALL

SUPER NES

SEE ALL TIME RECORDS

If you would like to get to a screen that shows you all of the record times for each stage, go to the password mode and put in this code:

ZNGGX

A time records screen will show up which scrolls through every stage and gives you the best time for that specific stage.



"Nice Shot."



Rock up major points in your choice of straight pocket billiards, 9-ball or the trick game.



Master the arts of Aim, Power and English to run the table and snook your opponent.



Prove your skill as you pocket 19 radical trick shots that only look impossible.

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



Data East U.S.A., Inc., 1050 Civic Center Blvd., San Jose, CA 95128

©1992 Data East U.S.A., Inc. All rights reserved. SEGA GENESIS and GENESIS are registered trademarks of SEGA Corporation. All other trademarks are the property of their respective owners.

CIRCLE #116 ON READER SERVICE CARD

TRIFFIX

SPACE FOOTBALL



TAITO

ON THE BALL



SUPER NES

SUPER DIFFICULTY LEVEL

If you think this game is too easy for your expert playing skills, then check this trick out. To get a very difficult level of play, press SELECT at the title screen. The options menu will appear. Now hold LEFT and DOWN on the control pad, and then press and hold the L button and R button. With all of these held, press the SELECT button. Your car will turn grey in color. This indicates that the trick worked. When you start playing the game, you will notice that your opponents are very intelligent. This will be harder to beat!

Brett Michlitsch
Brooklyn Park, MN



When you do the trick, your car will turn grey.

SUPER NES

CHANGE THE BALL

This crazy code will allow you to change the ball into a variety of objects, such as a rag doll, space man, alien, etc. Enter this code as follows after you choose the password option from the title screen:

GFXJF

After you enter the code, a screen will appear that will allow you to choose from a variety of objects to replace the standard ball. Now, when you start a new game, the ball will no longer have its usual look. This new object may take some getting used to, but it is a fun way to add variety to the game.



Change the ball into five different characters!

On the track or off the road, Tradewest



ARCADE
HIT



Danny Sullivan,
PPG Indy Car
World Champ,
1989



...also enjoy
Tradewest's
other fine
Sports Games!



TRIFFIX

SPACE FOOTBALL



SUPER NES

AWESOME PASSWORDS

Here are futuristic football codes for levels 2 through 32 in this game. By pressing SELECT at the title screen and then pressing SELECT when the option screen shows, you can access the password screen.



Many different types of levels await your skills. Go for it!

Brett Michlitsch
Brooklyn Park, MN

- | | |
|------------|------------|
| 2. 246860 | 18. 872669 |
| 3. 402713 | 19. 349583 |
| 4. 312171 | 20. 668227 |
| 5. 346312 | 21. 175845 |
| 6. 373243 | 22. 121915 |
| 7. 650665 | 23. 644028 |
| 8. 449357 | 24. 845684 |
| 9. 736725 | 25. 377493 |
| 10. 876963 | 26. 993201 |
| 11. 884887 | 27. 037362 |
| 12. 497998 | 28. 725375 |
| 13. 832115 | 29. 578456 |
| 14. 955306 | 30. 599544 |
| 15. 274443 | 31. 802775 |
| 16. 487735 | 32. 511588 |
| 17. 626631 | |



Press SELECT at the title screen to get to the options

Press SELECT again and you will enter the code screen.

puts YOU in the driver's seat...



Ivan Stewart, SCORE International
Overall Off Road Champ, 1990

ARCADE
HIT



TRADEWEST
SPORTS

...with the best racing
games in the business.

CAPCOM

STREET FIGHTER II

SUPER NES

SEE ALL CHARACTER PROFILES

Now there is a way to see all eight of the character profiles in order without waiting for the demonstration fights or the title screen to come up again. Wait for the title screen to go by, and when you see the first profile of a fighter, take controller 2 and hold the L and R buttons at the top of the controller. If you keep holding these, the profiles of each World

Warrior will appear one right after the other. Some profiles are shown in the following pictures.

Marcus Epperly
San Diego, CA



Hold the L and R buttons on the top of controller 2.



See the profiles of each Street Fighter warrior instantly!



ATARI

CRYSTAL MINES II

LYNX

LEVEL CODES

1. TSLA	15. RFVC	29. TRVJ	40. PNGU
2. UEPT	16. GHSI	30. FOCS	41. DZDI
3. MTFQ	17. SKHU	31. ZOIH	42. PIPH
4. IRCT	18. TRFN	32. LHJV	43. PKAV
5. ZXCP	19. LQRE	33. GYVU	44. TBUM
6. DPRX	20. AURV	34. EMTV	45. CXRI
7. OIGT	21. TYGU	35. OHXY	46. OIPZ
8. YHYR	22. FUJX	36. GSTB	47. HBJP
9. VYHK	23. QFXU	37. UXRC	48. NXXK
10. ITCU	24. XVXU	38. PWYH	49. IGPY
11. QCFK	25. KYPO	39. XQCE	50. INUK
12. BXNG	26. HBTR		
13. MOXA	27. SFEB		
14. IDWJ	28. HXRE		

Zizzo Nelson
La Mesa, CA



Enter these codes at the password screen as shown.



Look for more codes coming in next month's issue!



ATARI

BATMAN RETURNS

LYNX

INCREASED LIFE AND BATARANGS

When you come to a large red box with a bow on level one, stand on top and move to the right edge of it. Motorcycles will bust out of the box on the right hand side. Once this happens, jump down and walk inside the box. At this point, you will receive ten more batarangs and your life line will increase.

Charles Store
Philadelphia, PA



HAVE WE GONE MAD?!?

Our shrink says we're sane, but our accountant thinks we're crazy! Why? Because EGM is GIVING AWAY GAMES! All you have to do is prove that you have a living relative named Dhalzim by sending us a birth certificate and a photo! Voile! FREE VIDEO GAMES! We don't care if it's your Dad, Uncle or even your sister - if her name's Dhalzim the game is on its way! Score a second FREE VIDEO GAME if she's wearing skull! Of course, an easier way to score big with the freebies is to send us a nifty tip or trick! If we use it, you'll be immortalized in the pages of EGM and get a game for your favorite system! What are you waiting for? Send your gaming goodies to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

Notes that we put in this article states our complete policy. Sendai Publications, Inc. is not responsible for the substitution of another or identical tips, and is not obligated to reward the game code to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publisher or media source in the case of non-identical tips being submitted. We will be contacted and be shown as the winner. Sendai will game your personal data. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. *The magazine game systems are: NES, Amstrad, Amiga, MSX, Super32X, Lynx, Game Gear and SNES. Your where published by us.

STRATEGIC WARGAMING

A Different Kind of Wargame

WARSONG™, the ultimate strategy role-playing simulation, places the player in complete control of up to 8 valiant commanders and



Launch your field commanders against Dalsis storm-troopers! You're in total command of the battle theatre!

their loyal troops. Twenty daring, wartime scenarios pit your forces against the legions of the blackhearted Emperor Pythion. The treacherous Dalsis Empire awaits your arrival. Encounter bands of rogue thieves, Pythion's Soldiers of Doom, and blood-hungry beasts as you make your way to regain the all powerful sword — WARSONG!

The Story Unfolds

Unlike most tedious Strategy RPG's, WARSONG™ is constructed around an intricate plot which will challenge



The tale of the Warsong sword dramatically pieces together

even the most intellectual minds. Yet, the player can still experience the full impact of battle! Watch as blades clash, cities crumble, allies perish, and

chaos abounds in a land ravaged by evil! Launch armies of swordsmen, archers, horses, and monks against the dark forces who fiendishly plundered Warsong from its protectors. Each new scenario brings with it startling revelations, deadly surprises and clues that will help to unveil the dark, sinister sides of Baltia!

Machines of War

Up to 8 allied commanders with a myriad of arcane powers, such as



Select the Commanders, soldiers, and items you think are going to do the job!

Calais the magical guardian of Baltia, and Sabra the legendary Dragon Knight, oversee 64 troop squads who await your command. Soldiers range from simple Guardsmen and Archers to fabulous fighting Gryphons and Mermen — all having a wide range of intriguing abilities that you'll have to manage wisely.

Easy to Command, Hard to Master!

With simple, pull-down menus and icon driven commands, you can spend more time concentrating on the hazardous battlefields, and less on learning tedious step by step instructions. Foot and Sword Icons allows you to easily control troops and commanders. The easy-to-use, pull-down menus enable you to execute a vast array of usually complicated commands. Playing the game, though, is a different story altogether. In the course of your siege, you'll incur such pitfalls as commanders dying, shortages of funds needed to purchase troops, and other monstrous "surprises". All of which contribute to the difficulty of future scenarios. WARSONG™ is more than just a game, it's the adventure of a lifetime.



The clash of forces will leave you breathless!



Want the latest in Treco/Sega Genesis™ Game Info.?

Fill and return the coupon and receive all the latest Video Game information from Treco! You'll also be eligible for special deals, hot press info, and great prizes!

Fill-out and send to:

Treco, USA,
2421 205th Street, Suite D-204
Torrance, CA. 90501

NAME: _____

STREET ADDRESS: _____

CITY: _____ STATE: _____

ZIP CODE: _____

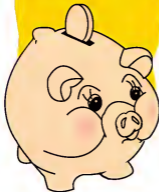
AGE: _____

MALE, OR FEMALE (Circle one)

HAVE ANY QUESTIONS?
WANT WARSONG GAME TIPS?
CALL TRECO AT (310) 782-6056



How to
get
more
action
and
adventure
without
breaking
your
piggy
bank



Presenting the
"Super Jo-Jo"
The one
and only
joystick
you'll
ever need



The Super Jo-Jo is a full featured joystick compatible with Super Nintendo and Sega 16-Bit entertainment systems by a special connecting cable. The Super Jo-Jo features standard game paddle controls, slow and turbo modes, and a palm rest for better playing comfort. Test drive a Super Jo-Jo. You'll never want to let go.

The Hottest Hand in Town

Come to grips with the hottest hand-held entertainment value in town. The Gamate package includes the Gamate hand-held entertainment system, 4-in-1 game cartridge, stereo earphones, a set of rechargeable batteries and Alston's guarantee against product defects. And priced at only **\$69.95**, Gamate is a deal you'll want to grab. To order your Gamate, call the Alston Customer Service Hotline.



CIRCLE #232 ON READER SERVICE CARD.

ALSTON

Entertainment Value You Can Bank On

Games Galore **\$15.95** per cartridge not a Penny More



Choose from 54 exciting game titles for your Gamate. Only \$15.95 per cartridge. And see details how you can earn FREE game cartridges.

Alston also has 48 titles of 72-pin game cartridges for home entertainment systems. For a complete list of game titles, prices, and ordering information, call the Alston Customer Service Hotline.

Special free game to keep you smiling

For a limited time, GAMATE users have the opportunity to win FREE game cartridges. Inside some game cartridge packages you will find a "smile sticker". Once you've

- Collected 4 smile stickers, you can redeem them for a FREE one game cartridge of your choice.
- Collect 8 smile stickers and redeem them for a 4-in-1 Super Brick Game Pack.
- Collect 12 stickers and redeem them for a GAMATE Hand-Held Game Package FREE. Call our hotline for details.

Join The Alston Club now!

Discover the benefits of being an Alston Club member. Membership is limited to ages 16 years and under and this lifetime membership is free. As an Alston member you will receive discount coupons for Alston products, news of new products and games, sponsored events, contests and free giveaways. Call our hotline today to find out how to apply for an Alston Club membership.

Business Hours: Mon-Sat. 7:00AM-7:00PM
(Pacific Time)

1-800-777-7297

ALSTON

INFORMATION RESEARCH

560 W. LAMBERT RD. BREA CA 92621
Trademarks are property of their respective owners



NEXT WAVE

NEW SOFT NEWS

As you page through the new Next Wave section, you will notice the Next Wave Directory, highlighting many of the upcoming games, at the end of the section. This edition of the New Soft News highlights many of the outstanding and unusual titles that we can expect to see on store shelves and in our homes later in the year.

On the Super NES front, Absolute will be introducing Toys, a comical version of the upcoming Robin Williams movie! • Aliens vs. Predator is a feast for anyone familiar with the comic book. • Dominus and Spellcraft will be Ascii's newest software entries. • The 3rd World War makes you responsible for either causing or preventing the greatest war of them all. • The laser disc classic, Dragon's Lair, will reach stores via Data East. • Look for the comic genius of the Tiny Toons coming to the Super NES courtesy of Konami.

The NES may be playing second fiddle, but it's far from fading! Trolls in Candy Land is coming from American Softworks. • FCI is also cooking up their biggest NES RPG to date, Ultima 5!

The Genesis is also in the race for hot new softs with Madmen '93 from Electronic Arts! This version looks hotter than ever. • Expect Sunset Riders and T.M.N.T. 4 from Konami. • Look for CD games like Black Hole Assault from Bignet, Hook and Terminator as well!

DYNAMIX

THE ADVENTURES OF WILLY BEAMISH

SEGA CD

CD

CD-ROM



Willy Beamish will be one of the first Sega CD titles to be released.

Journey back to the time when you were an adolescent brat without a care for the world. Take part in The Adventures of Willy Beamish for the Sega CD!

Originally released on the PC format, Willy Beamish puts you in control of a young boy whose ambiguous nature always gets him into serious trouble.

Ever since summer vacation started, all Willy has wanted to do is have fun, fun, fun! However, various predicaments seem to present themselves. For instance, Willy's mother asks him to watch his little sister for awhile. Willy gloomily accepts and takes her out back to the swing set. As Willy pushes his sister on the swing, a menu appears with a list of options, one of which is to push her as hard as possible until she falls off, catapulting through the air. It's a funny moment until mom shows up.

Willy Beamish contains other hilarious skits and actions that all adults and kids can relate to. Ah, to be a kid again!



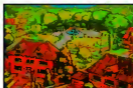
You bothered this guy one to many times. Could Willy get this treatment?



Wherever the mischievous Willy goes, big trouble seems to follow closely!



This rather innocent looking swingset is one of the items Willy interacts with.



**NOW GAME GENIE™ WORKS
ITS POWER ON**

SEGA
GENESIS
16-BIT CARTRIDGE

**TAKE YOUR GENESIS™ GAMES WHERE YOU'VE
NEVER BEEN BEFORE.**

Get more power. More weapons. Start on any level. Live forever! Over 2,900 effects for TOEJAM & EARL™, SONIC THE HEDGEHOG™, KID CHAMELEON™ and 100 other popular Genesis™ games—with more coming all the time. Genesis™ rules. And Game Genie™ unlocks the power!

GET THE HOTTEST NEW CODES!

You can even get codes for the latest games as they come out by subscribing to the quarterly Code Updates (order form in Game Genie™ package).



Game Genie™ works on many game titles for the Sega™ Genesis™ System. Not all effects can be created at the same time, and some effects and combinations of effects are not available on some games. This product is licensed by Sega of America, Inc. for use with the Sega™ Genesis™ System. Sega, Genesis, Sonic The Hedgehog, Kid Chameleon and the Sega Seal of Quality are trademarks of Sega Enterprises, Ltd. Toejam & Earl is a trademark of JVP. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. © 1992 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent No. 5,112,051.

galoob

MINDSCAPE

WING COMMANDER

SUPER NES UKN. MEG CARTRIDGE

One of the greatest computer flight simulations of all time is finally being converted to the Super NES format!

You are the best starfighter in your fleet, but nothing has prepared you for what lies ahead. The advancing enemy employs some of the hottest weaponry, but, as always, so do you.

Wing Commander is a futuristic space combat game where the fighting is so intense and the feel of flight is so accurate you'll be sweating bullets!

Your mission is to stop the advancing Kilrathi, a race of feline-type creatures. With four super-charged fighters, wingmen, and an entire fleet behind you, the battle is sure to be heated!



Fight off huge Klrathi Battle Cruisers with one of four powerful starfighters.



Preceding each mission, your head commander will give you the scenario.



After the briefing is complete, suit up and head out into the brutal war zone.

TECMO

TECMO NBA BASKETBALL

NES

3 MEG

CARTRIDGE

In live basketball it's a blast to see your favorite team member make that final slam-dunk to win the game! Now there's an NES game that captures the same b-ball action!

Tecmo NBA Basketball is fully endorsed by the NBA Players association. This means all your favorite teams are here, including the players that make them great!

From the opening menu, you can select a pre-season, season or all-star game. From there, you can pick player vs. player, player vs. computer, or any mix of the two. Once you have that, then pick a division and team for each of the players.

As in real basketball, the game play moves very quickly. The players respond with surprising speed and accuracy. From the tip-off all the way to the last shot, Tecmo NBA Basketball is filled with exciting cinema sequences and unequalled realism to round out the action.

If you are a fan of intense basketball action, this game won't disappoint!



Can you believe it? Michael Jordan receives a personal foul for charging.



The opening menu has a wide array of different playing options available.



The Celtics took possession but The Bulls are in hot pursuit!



Horace Grant goes up for the slam! On rare occasions, a cinema follows.



The shooting can be tricky and each player handles shots differently.



Ouch! Injuries can happen at any time and they usually take out a top player.



Here are the teams in the Central Division. All NBA teams are available.



"Greetings, Pig-slime!"

INTRODUCING SKÜLJAGGER™.



Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Sturm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Killish™ despot can get!



Sküljagger is the first game ever to combine an awesome action game with a clue-filled, fully-illustrated story. You'll battle in spectacular comic book color and phantasmagoric detail! Sküljagger's Killish troops will leap off the screen and into the deepest, darkest recesses of your mind!



Your one hope for survival—the secret game play clues hidden throughout the pages of your amazing clue and story book.

It's going to be a war to end all wars. But it can't start without you.

SUPER NINTENDO



AS
AMERICAN SOFTWARE CORP.

SNES™ is a trademark of American Software Corporation, 201 East 42nd Street, New York, NY 10017. Sküljagger™, "Beast of the Westeros"™, Killish™ and Sturm Jaxon™ are trademarks of American Software Corporation. See www.as.com for more. ©1992 American Software Corporation. All Rights Reserved. Super Nintendo Entertainment System and the SNES logo are registered trademarks of Nintendo of America, Inc. ©1992 Nintendo of America, Inc. ©1992 American Software Corporation.

CIRCLE #143 ON READER SERVICE CARD.

FLYING EDGE

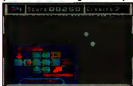
SMASH T.V.

GAME GEAR 2 MEG CARTRIDGE

It is the year 1999 and television has adapted to show the violent side of man. Game shows are more popular than ever and one show has always dominated the ratings: Smash T.V. In this show, one or two people compete for big money and prizes. There is, however, one catch...

Smash T.V. is a true shoot-a-thon! You are placed in an arena where you must shoot to kill your attackers. Sporadically, you may find super power-ups that can increase your firepower.

The levels consist of small rooms linked by corridors. Shoot your way through each of the rooms to ultimately confront a huge boss that will require all your skill and courage to destroy.



The map screen shows you the most efficient path to reach the bosses.



Among the dangers of Smash T.V. are land mines that can ruin your day!



It's the one and only Mutoid Man Dodge his laser blasts to survive!

ACCLAIM

ROGER CLEMENS MVP BASEBALL

SUPER NES

8 MEG

CARTRIDGE

The baseball season may be ending, but you can have sports-time excitement all year with Acclaim's Roger Clemens MVP Baseball.

Originally released on the NES, this new super version contains all the features of the first MVP title. One of the most notable additions is the unique playing perspective. When you smack a ball into the outfield, the game changes to the outfielders vantage point. This is a feature you just have to see!

Of course, what would a baseball game be without plenty of tough teams to choose from. You can choose from exhibition games or even go all-out for a full season of games. If you select the season option, you'll be treated to a full schedule!

Once play begins, you can modify your starting line-up and pitching roster. Once that is set, it's time to head to the diamond.

The batting session is viewed in the traditional behind-the-batter view, but that in no way detracts from the overall fun. Fielding may seem difficult at first, but once you get acquainted to the perspective, everything becomes second nature.

For really spectacular plays, get set for a cinema display and an instant replay showing your awesome move!

For the true feeling of our great national pastime, look no further than MVP Baseball.



Pick your team from two conferences and the East and West Divisions.



A swing and a miss! The animations of the pitcher and batter are great!



After each inning, you get to see the current game statistics for each team.



If you happen to strike out, you will find it's a long walk off the field.



When you pop one into the outfield, the view changes to that perspective.



Here is yet another unique angle on the action that makes this one hot!

NEW



INTRODUCING STUNT KIDS™

LOCK UP YOUR TIRE
REPAIR KIT - HERE COME
THE STUNT KIDS!™



Here's a product of
Cameras, the
only game from
America, Inc.

Once you've got a grip on the handlebars of this wild and crazy game, you won't ever want to let go!
Push the pedals and race over tortuous tracks in a real super scrambling game with true comic appeal.

Join the Stunt Kids in one or two player head to head competition. Play over five different horizontally scrolling worlds each with several different levels. 47 levels in all! That's a lot of track to cover.

Race against the competition and the clock. Courses include forests, work sites, leisure areas and ponds and feature ramps, obstacles, bridges and gaps. Speed up, slow down or perform wheelies! More than just speed, players must use skill to avoid course hazards such as bouncing balls, leaping frogs, moving machinery and nasty skateboarders.



Thor Ackerlund
World Nintendo Champion

"If you beat the
Stunt Kids,
count yourself
one tough
gamer."

CAMERA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

Request for Tips and Tricks
1-900-RESTART - (1-900-737-8278)
This call costs \$1.75 for the first minute and
98 cents for every minute after that. Calls who
are 18 or under must get permission from their
parents first! U.S.A. only

For Order Information
1-800-827-7085
U.S. Residents only

Publishers of:
Micro Machines

Best Action Video Game 1991

- Video Games & Computer Entertainment

Dizzy

Best NES Graphic Adventure Game 1991

- Game Players

Stunt Kids is a trademark of Codemasters Software Ltd. used under license by Cameras Corp.
Cameras, Cameras Games are trademarks of Cameras Corp.
Nintendo and Nintendo of America are trademarks of Nintendo of America Inc.
CIRCLE #203 ON READER SERVICE CARD.

FLYING EDGE

WWF SUPER WRESTLEMANIA

GENESIS

UKN. MEG

CARTRIDGE

WWF Super Wrestlemania takes your favorite WWF superstars and puts them right smack into the center ring. Every character ranging from Randy "Macho Man" Savage all the way to the incredible Hulk Hogan can be found in this cart.

Your options range from a simple one-player game versus the computer, two players versus two computer players as well as tag-team and cage matches.

Every character has his own unique moves to pound opponents into the ring's floor. Utilize the suplex, knee drop, flying kick, and the pile driver to pulverize those punks!

The announcer is there to give play-by-play and advice to beginners, in this WWF series update.



Use this powerful flying kick to knock your opponent down to his knees.



When your challenger hits the canvas, use all your attacks to keep him there!

SEGA

DEFENDERS OF OASIS

GAME GEAR

UKN. MEG

CARTRIDGE

Set in Arabian surroundings, Defenders of Oasis is a classic RPG produced only for owners of the Game Gear. Featuring overhead perspectives similar to other great RPGs, Defenders of Oasis displays its fascinating storyline with full-fledged cinema displays and exciting action sequences. The combat scenes are also played in a real-time format.



Your adventure begins with a brief chat with your iron-fisted King.

MINDSCAPE

SPEEDBALL 2

GAMEBOY

UKN. MEG

CARTRIDGE

Welcome to the year 2100. Although Speedball was phased out due to corruption, a new league has started. This team is known as Brutal Deluxe.

The game is similar to football but is much more violent. The object is to get the ball into the goal. You can even super-charge your players as the action heats up!



Speedball 2 is a fast-paced game that will appeal to sports and action fans.

SEGA

B-BOMB

GENESIS

UKN. MEG

CARTRIDGE

Our three heroes, Barker the Bulldog, Ophelia the Cow, and Trotsky the Pig are in for a butt-breaking good time. You see, they have been captured by Plutonians and the only way for them to win their freedom is to play the Plutonian national sport.

Their weapons are built-in: their posteriors. The characters must flap their arms as fast as possible while guiding their rumps toward the enemy. The game is simple to learn, but really requires skill, good timing, and fast reflexes to win.

B-Bomb is a one or two-player simultaneous tournament. You had better use your big butt to succeed or you could end up stranded on Pluto as a lavatory assistant forever!



Here we see Ophelia bouncing off an enemy while Barker watches intently.



Barker Bulldog is bouncing off a rather innocent-looking old woman.

NEW

INTRODUCING BEE 52

THE GAME WITH A STING IN ITS TAIL!



You'll get a buzz out of this truly brilliant and different game. Say hello to Bee 52 - the maddest bee on earth - and he wants his honey! Fly a crazy route through 24 different stages. Start from the hive, looking for honey in danger and fill the honey pot. Then fight your way back to the hive to deliver the stash and fill the honey pot.

Complete that raid and it's on to the next. But watch out for dropping spiders, climbing insects and leaping grasshoppers.

3D parallax scrolling makes for super graphics and brilliant animation.

CAMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

respective for Tapes and disks
1-900-RESTART - (1-900-737-8278)
 This call costs \$1.75 for the first minute and
 90 cents for every minute after that. Callers who
 are 18 or under must get permission from their
 parents first U.S.A. only!

For Order Information
1-800-827-7085
 U.S. Residents only

Publishers of:

Micro Machines

Best Action Video Game 1991

— Video Games & Computer Entertainment

Dizzy

Best NES Graphic Adventure Game 1991

— Game Players

Bee 52 is a trademark of Commodore Software Ltd. and used under license by Commodore Corp.
 Camerica, Camerica Games and Emulogics of Commodore Corp.
 CIRCLE #203 ON READER SERVICE CARD.

SEGA

TALESPIN[®]

GENESIS UKN. MEG CARTRIDGE

Our friends Baloo and Kit have entered an incredible round-the-world flying contest in their cargo-filled Sea Duck.

Everything would have been okay if Don Kamage and his legion of Air Pirates hadn't shown up! Baloo's only chance of survival is by belly bopping the Air Pirates and winning the air race. Talespin provides fun for all ages.



Baloo must overcome swarms of enemy Air Pirates to win the air race.

© 1994 Sega. A registered trademark of Sega. All rights reserved.

SEGA

SHERLOCK HOLMES

SEGA CD CD CD-ROM

It's decided! Sherlock Holmes: Consulting Detective will be one of the pack-ins for the Sega CD!

Follow Sherlock and his trusty sidekick, Watson, as they unravel cases that baffle the police. Use menu functions to make your way around London as you solve three increasingly difficult cases.

After all, it's elementary my dear Watson.



The use of live video really shines through with realistic animation!

SEGA

PRO BASEBALL

GAME GEAR UKN. MEG CARTRIDGE

The pennant race is always a heated battle. Pro Baseball lets all armchair athletes get their share of the winnings.

Pick from any of the top Major League Teams and players and set the field-a-fire! Pick starting line-ups and pinch hitters. You are in total control of every aspect of the game including fielding, hitting and running the bases.



There's the pitch! Pro Baseball includes real Major League Players!

The Legend Continues...



SEGA

HOME ALONE®

GAME GEAR UKN. MEG CARTRIDGE

Harry and Marv never knew what hit them! Kevin must defend six different houses ranging from Old Victorian to Ultra Modern, in this game based on the movie.

Kevin can assemble assorted traps from household objects to lure the thieves and snag them. Every house gets bigger and more complex, each containing their own dangers to avoid.



Kevin makes his way through one of the houses in search of traps.

TM and © 1990 Sega Enterprises, Ltd. Sega, the Sega logo, and Game Gear are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. All rights reserved.

SEGA

TALESPIN®

GAME GEAR UKN. MEG CARTRIDGE

Talespin is also making an appearance on the Game Gear. Although it may not be 16-Bit, Talespin shows plenty of potential. The graphics are rendered beautifully and the animations are presented with great detail.

The story is the same as other versions with you controlling Baloo the bear in a competition to win an air race!



Baloo had better bounce beyond his bungling competition to win!

TM and © 1990 Sega Enterprises, Ltd. Sega, the Sega logo, and Game Gear are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. All rights reserved.

ARENA

ALIEN 3™

GAME GEAR UKN. MEG CARTRIDGE

Return to the terror of an alien-infested world, in this game based on the movie. Its you against an armada of ruthless alien xenomorphs. Ripley has a trusty motion tracker and a slew of weapons at her disposal. Hunt down the Queen Alien and put an end to the terror.

Based on the Genesis version this cart has all new surprises.



Rescue the hostages before they become tasty alien lunch meat!

TM and © 1990 Sega Enterprises, Ltd. Sega, the Sega logo, and Game Gear are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. All rights reserved.

The "BAD" boys are back in the all-new SUPER DOUBLE DRAGON for your Super Nintendo Entertainment System. Billy and Jimmy Lee punch, spin and kick their way through crushing new battlegrounds and battle-saving missions to rescue Marian, the beautiful policewoman. Furious fists, fast feet and exhilarating new moves will take out some really tough baddies. Awesome action that will take you to the edge. Bring the POWER of SUPER DOUBLE DRAGON home today!

TRADEWEST, INC.
2100 S. HIGHWAY 75
CORPUS CHRISTI, TX 75116

TM and © 1990 Sega Enterprises, Ltd. Sega, the Sega logo, and Game Gear are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. All rights reserved.

CIRCLE #185 ON READER SERVICE CARD.

LJN

SPIDER-MAN™

NES 3 MEG CARTRIDGE

Doctor Octopus is plotting the crowning caper of his criminal career...to rule the world! He has reunited the sinister six and with these super villains together again, nothing stands in their way — nothing except Spider-man!

In the first stage of this exciting game, you must face Electro and his horde of henchmen. Throughout the search of the city streets, you will come across riflemen, land mines, and laser cannons. Helpful items include throwing knives hidden in various places.

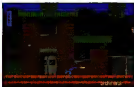
Spidey must defeat Electro, Mysterio, Sandman, Hobgoblin, Doctor Octopus, and Vulture, in the web-slinging adventure!



Of course, Spiderman can climb the sides of buildings with no difficulty.



Spiderman can use his infamous web-slinging to escape danger.



There are a variety of weapons for Spiderman to use, including a knife.

© 1988 LJN Entertainment Group. All rights reserved.

MINDSCAPE

GODS

SUPER NES

UKN. MEG

CARTRIDGE

A challenge was laid down by the Gods. Seek the city lost in legend and the greatest reward of all shall be yours: the ultimate gift of immortality.

Your purpose in Gods is to take the role of Hercules and prepare for an adventure to the ancient city of Mount Olympus. There you must travel through seemingly endless levels and conquer the Four Guardians if you are to receive your immortality!

You must also locate and use mystical potions, weapons, keys, and helpful clues. Sometimes enemies may even help out!

One of the unique features of Gods is the game's ability to adjust the difficulty in direct correlation to how well you perform throughout your adventure.



The backgrounds are mind-blowing in their attention to graphic details.



The enemies just keep coming! If only you could make it to the ladder...

HI-TECH EXPRESSIONS

ROLLERBLADE RACER

NES

UKN. MEG

CARTRIDGE

The latest craze for health-and-fitness fanatics is scooting around on those odd-looking rollerblades.

Come and compete with the world's best rollerbladers in Rollerblade Racer. There is a wide range of events for the aspiring rollerblader to compete in.

Do you want to test your maneuvering skills? How about practicing for the slalom course? You must race at blistering speeds down a steeply raked street while avoiding highway cones. Watch out for the various hazards along the way.

You can choose to practice any of the events or go straight into the competition screens against other advanced computer controlled skaters. There is nothing else like this cart!



Maneuver through the treacherous slalom course on the chosen street.



This difficult barrel jump is what separates the men from the boys.

GAMETEK**INTRODUCING THE HUMANS****GAMEBOY****UKN. MEG****CARTRIDGE**

Let's take a quick trip back to the time when man was young. Introducing the Humans is a strategy game starring none other than the human race!

The objective is to help nurture a group of brainless Cro-Magnon people to a higher intellectual plateau!

The task, however, is not so easy. Plenty of hazards await our friends. These dangers range from rocky cliffs and bottomless gorges to animal predators.

You give each human a special gift like climbing, lifting, running and jumping. You can also apply strategy by having one human help another.

As you progress, your people will learn new skills that help them get by the challenges to come.



This human is about to fall off a ledge. Can you give him proper guidance?



With this command, you can order a human to lift his loyal companion.

MINDSCAPE**MINER 2049ER****GAMEBOY****UKN. MEG****CARTRIDGE**

Based off the extremely successful computer classic, Miner 2049er is a blast from the past!

You are a miner in search of gold. Armed with only a pickaxe, you must dodge the various cave-dwelling enemies that hamper your gold-gathering progress.

Occasionally, elevator shafts will appear to whisk you to new and less dangerous areas where additional rewards and new types of risks await.

Many of the more popular levels can be found in the Game Boy version. Ride on a mine cart and use your pickaxe to knock the switches necessary to send you careening in the right direction. One wrong move in this classic scene, and you could become lost in the mining chasms forever.



Various cavern-dwelling creatures are a constant threat to our poor hero.



Here, the miner looks upon one of the many shafts he must traverse.

MINDSCAPE**XENON 2****GAMEBOY****UKN. MEG****CARTRIDGE**

Just when everything was calm, your worst enemies have returned to wreak new havoc! Xenon 2 is a translation of the popular Amiga title. Although it has become portable, not much has changed.

You are in control of a space fighter that must do combat with a lot of alien warships. Of course, what shooter would be complete without tons of power-ups to really give the bad guys a rough time!

In Xenon 2, you enhance your ship by collecting coins that appear when certain enemy ships are destroyed. After collecting enough money, you enter power-up shops where new and deadlier weaponry can be purchased!



This frightful creature is the first boss! The tail is quick and extremely deadly!



Here is a coin that you can collect after destroying certain enemy crafts.



The weapon shop displays its wares but only if you have enough money.

NEXT WAVE

DIRECTORY

NINTENDO

Trotle in Candy Land
Ice Challenge
Linux Spacehead
Big Nose Freaks Out
Best of the Best Karate
Ultima 5
Break Time
Hilliefar
Rollerblade Racer
Mickey's Safari
Young Indy
Batman Returns
Hit the Ice
The Jatsone
Overlord
Color a Dinosaur
Prince of Persia

Amer. Soft.
Amer. Technos
Camerica
Camerica
ElectroBrain
FCI
FCI
FCI
Hi-Tech Exp.
Hi-Tech Exp.
Jaleco
Konami
Taito
Taito
Virgin
Virgin
Virgin

Super Ninja Boys
Ultimate Fighter
Dragon's Lair
Shadow Run
Ultra Bots
Cal. Game 2
Best of the Best Karate
ActRaiser 2
Dragon Warrior 5
Curse of the Azure Bonds
SimEarth
Ultima 6
Ultima 7
Worlds of Ultima
World Champ. Wrestling
Amer. Gladiators
Jeopardy
Kawasaki Chail.
Hunt for Red Oct.
Tom & Jerry
Super Shadow of the Beast

Culture Brain
Culture Brain
Data East
Data East
Data East
DTMC
ElectroBrain
Enix
Enix
FCI
FCI
FCI
FCI
FCI
FCI
FCI
Game Tek
Game Tek
Game Tek
Hi-Tech Exp.
Hi-Tech Exp.
IOS

Cygnatas
Vikings
Gunforce
Street Combat
King Arthur's World
Utopia
Chester Cheetha
Deadly Movea
X-Zone (SS6)
AeroBiz
Inando
Batman Returns
Cybernator
NFL Football
Tiny Toons
Super Strike Eagle
Cal Ripkin Baseball
Gods
Wing Commander
Q*Bert 3
Chuck Rock
Hit the Ice
Cyber Spln
Fatal Fury
Blues Brothers
Braineae

Interplay
Interplay
Irem
Irem
Jaleco
Jaleco
Kanako
Kaneko
Kemco
Koel
Koel
Konami
Konami
Konami
Konami
MicroProse
Mindscape
Mindscape
Mindscape
NTVIC
Sony Imagesoft
Taito
Takara
Takara
Titus
Titus

GENESIS

Amazing Tennis
Super Battletank
Dominus
Black Hole Assault (CD)
3rd World War
Micro Machines
Captain America
Uncharted Waters
LHX Attack Chopper
It Came From the Desert
Madden '93
Twisted Flipper
Amer. Gladiators
The Humana
Jeopardy
Cheater Cheetha
Daddy Moves
Sunset Riders
T.M.N.T. IV
F15 Strike Eagle 2
Keeper of the Gates
Ex-Mutants
King Salmon
Cobra Command (CD)
Hook (CD)
Sewer Shark (CD)
The Flintstones
Fatal Fury
King of the Monsters
Andre Agassi Tennis
Sylvester & Tweety
Double Dragon
Global Gladiators
Muhammad Ali Boxing
Super Offroad
Terminator (CD)
Tyrants

Absolute
Absolute
Ascii
Bignet
Bignet
Camerica
Data East
Koel
EA
EA
EA
EA
EA
Game Tek
Game Tak
Game Tak
Kaneko
Kaneko
Konami
Konami
MicroProse
RazorSoft
Sage's Creation
Sage's Creation
Sega
Sony Imagesoft
Sony Imagesoft
Taito
Takara
Takara
Tech Magic
Tech Magic
Virgin
Virgin
Virgin
Virgin
Virgin
Virgin

TURBO GRAFX

Spriggen (CD)
Overhauled Man 3 (CD)

Work. Designs
Work. Designs

NEOGEO

Art of Fighting
World Heroes

SNK
SNK

GAMEBOY

Star Hawk
Universal Soldier
Ninja Boy 2
Joe & Mac
Tumble Pop
King of the Crusade
Blonic Battler
Mouse Trap Hotel
The Humana
Rampert
Batman (anima.)
F-15 Strike Eagle
Super Mario Land 2
Hit the Ice
The Flintstones
Megalit
Titus the Fox
Spots Cool Adv.

Accolade
Accolade
Culture Brain
Data East
Data East
ElectroBrain
ElectroBrain
ElectroBrain
Game Tak
Jaleco
Konami
MicroProse
Nintendo
Taito
Taito
Takara
Titus
Virgin

GAME GEAR

Terminator
Tazmania
Lemmings

Virgin
Sega
Sega

LYNX

Switchblade II
Base Ball Heroes

Atari
Atari

This listing of upcoming products is current as of August 31, 1992 and represents future releases announced as planned or under development.



Enter the Jennifer Capriati Tennis Champions '93 Contest and See

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

RENOVATION
PRODUCTS

Renovation and Jennifer Capriati Tennis are trademarks of Renovation Products, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Endorsement used with permission. © 1993. All rights reserved.

A Great Match.



What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

You can buy your **RENOVATION** games at Toys 'R Us, Rabbage's, Electronics Boutique, Software Etc. and other fine retailers. **RENOVATION** games are also distributed by Ingram/Comptron. Order games direct by calling 1-800-677-4336.

Fill out coupon and mail to: Renovation Products
Jennifer Capriati Tennis Champions '93 Contest
P.O. Box 641357 • San Jose, CA 95164-1357

Name _____ Age _____

Address _____

City _____ State _____

Zip _____ Phone _____

Did You Remember
Your TV Screen Photo?

RENOVATION
PRODUCTS

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!



- LEARN TRICKS, AND SECRET STRATEGIES ON THE NEWEST GAMES!
- GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
- BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
- FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
- READ HONEST, HARD HITTING GAME REVIEWS FROM FOUR PLAYERS.
- PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

FIRST PIX OF CAPCOM'S FINAL FIGHT MEGA CD GAME!

MEGA PLAY
THE #1 ALL-SEGA VIDEO GAME MAGAZINE

**TEENAGE MUTANT NINJA TURTLES:
THE HYPERSTONE HEIST**

EXCITING FIRST LOOK
AT ROMAN'S NEW
GENESIS GAME!

MEGA PREVIEWS
REARMOON'S
COMBATANT STORM
COMING TO THE
CD-ROM
COMING TO THE
CD-ROM

BATMAN RETURNS
FIRST PHOTOS OF THE
CLASSIC CHARACTER IN
COLOR. IS HE HOT?

**6 ISSUE
SUBSCRIPTION
ONLY \$19.95**

I WANT MEGA PLAY!

PLEASE START MY INTRODUCTORY SUBSCRIPTION TO MEGA PLAY -
THE ALL-SEGA GENESIS, MASTER SYSTEM AND GAME GEAR MAGAZINE!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

_____ Payment enclosed _____ Bill me

Credit card orders: _____ VISA _____ MC

Cord no. _____

Expiration date _____

Signature _____

Please include \$19.95 for your subscription and mail to:

Mega Play, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: **1-800-444-2884**

Make check or money order payable to Sega Publishing Group, Inc. Canada and Mexico add \$10.00. All other foreign add \$10.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. Please allow 4-6 weeks for your first issue. If monthly issues will be mailed thereafter.



**Guess Who's Coming
To Super NES™?**



The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT™ IV - Turtles In Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

Take on 10 explosive levels featuring humungoso 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission: to find April O'Neil (schwing!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total turtloosity and go for it!

KONAMI®



◀ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtliely the same! Aren't those studs at Konami awesome?



◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and dive Tyrannosaurus convertibles

▼ Become a grumpy neon night rider in the year 2020 and do some heavy head bang with Krang



▼ Bruise some shells and some egos in the 2 player Versus mode where three round slug fests prove for the first time ever who's the top Turtle



▼ Shredder's Matrix Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tight's and earrings.



◀ Fight for your hide on a treacherous 19th Century train ride through the wild west. Deep six Leatherhead and maybe you can make a saddle out of his face



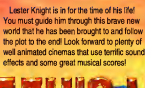
Konami Game Hint and Tip Line: 1-800-896-HINT (4468)

TM and SNES are registered trademarks of Nintendo. Super Nintendo Entertainment System and Super NES are trademarks of Nintendo of America Inc. Teenage Mutant Ninja Turtles® and the distinctive symbols thereof are registered trademarks and copyright © 1991 by Mirage Studios. Mirage Studios licensed Super Licensing, Inc. 01987 Konami. All Rights Reserved.

CIRCLE #146 ON READER SERVICE CARD.

FANTASTIC CINEMAS LET THE STORY UNFOLD!

SLIPPER NES



Lester Knight is in for the time of his life! You must guide him through this brave new world that he has been brought to and follow the plot to the end! Look forward to plenty of well animated cinemas that use terrific sound effects and some great musical scores!

OUT OF THIS WORLD

AN ACCIDENTAL TOURIST!

Lester Knight is a man who is devoted to his work: separating the atom.

On a dark a stormy eve, he decided to work on a new experiment. Unfortunately for him, the results would prove disastrous!

During the test, a bolt of lightning hit one of the conduits that sends atoms into the recorder. The bolt traveled straight through the devise until, upon reaching the wall, it struck, Lester who was working on the other side of the recorder. The resulting effect zapped poor Lester into a world of weird and unusual cultures and creatures! He is now desperately searching for a way back home!

Out of This World takes a general action game and transforms it into an awesome display of animation and incredible music, presented in a fantastic cinemagraphic style. You must solve puzzles and perform specific actions as well as use your firepower and muscles to get through the game. Out of this World challenges your mind as it tests your reflexes.

There are many dangers all across this new and unusual world, ranging from carnivorous beasts in a canyon, to an arena within a vast cultural empire with state-of-the-art weaponry! If you're lucky, some of the local inhabitants may help you out! You may not know where you are, or how to get home. But, one thing is for sure: you are going to have a tough time surviving in this strange, alien world.

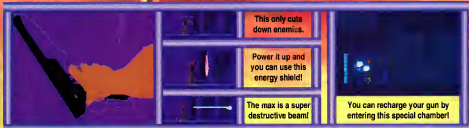
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
INTERPLAY	SUPER NES	HARD	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ADVENTURE	100%

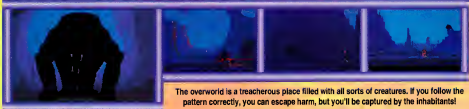
DEATH CAN COME IN MANY GRUESOME FORMS!



CHECK OUT LESTER'S TRUSTY LASER PISTOL!



ESCAPE THE OUTSIDE WORLD AS QUICKLY AS YOU CAN!



BREAK OUT FROM THE ALIEN PRISON TOWER!



AND NOW A MESSAGE FROM EVANDER HOLYFIELD.



Sweat's gonna fly. And blood's gonna flow. 'Cause this is no two-bit sports simulation. This is Evander Holyfield's "Real Deal" Boxing—16-bit Sega Genesis realism right in your face.

Speed. Stamina. Power. Defense. You design your own boxer.

Right down to his haircut. But you gotta be strategic. There are 28 hungry contenders itching to make you kiss canvas. Long before you get a shot at the champ. You've got 360 degrees of



freedom. So jab.

Cross. Block. Uppercut and punch. The more you win, the more formidable you become.

Evander Holyfield's "Real Deal" Boxing. It's tough. It's bloody. It's The Real Deal. Get the message?



SEGA
GENESIS

Leading the 16-bit revolution.™

THE CHOICE IS SIMPLE. THE CHOICE IS SEGA. Genesis gives you more than 150 hit games, not titles like Sonic The Hedgehog™, Mad Chameleon™, Sports Talk Baseball™ and Joe Montana I, Sports Talk Football™ and the lowest price in 16-bit systems. SEGA and Genesis are trademarks of SEGA. Game titles are trademarks of SEGA or its licensors. See individual box for details. © 1992 SEGA. All rights reserved.

"DUCK."



**EVANDER HOLYFIELD'S
"REAL DEAL" BOXING**

SUPER NES

By using the Garland's special weapon, you will be able to lock-on and freeze certain enemies, enabling you to assume the form of their ship. You can transform into six different crafts each with varying abilities and strengths.

Utilizing the Garland's unique assimilation mode, the allied forces will be equipped with a solid advantage over the alien menace that is trying to consume the galaxy. This technique also provides Blazeon with a play mechanic that is truly special to the shooter field. Backed up with some killer animation and adversaries, this game is a blast!

NOTE:

NW= normal weapon, SW= special weapon



MARS SHUTTLE

NW: Mega Cannon
SW: Atomic Shield



SUPER GARLAND

NW: Super Vulcan
SW: Invincibility



ODYSSEY STARSHIP

NW: Funnel
SW: None



NEPTUNE STARCRUISER

NW: Wide Laser Fire
SW: Hyper Bomb



TITAN STARFIGHTER

NW: Slice Laser
SW: Homing Missile



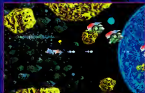
BARON CRUISER

NW: Sonic Gun
SW: Spread Gun

BLAZEON

BLAZED!

Blazeon is the all-new shooter from Atlus for the Super NES. Flash through five intense levels of intergalactic action! The unique feature of this shooter is the power to freeze the enemy and take on the form of the enemy's ship and weapons. You must penetrate the Bio-Cyborg Forces and destroy them. This seemingly easy task is made difficult by humongous Bosses drooling to put a stop to your quest at every level! Can you handle the heat of Blazeon?



Guide the speedy Garland Spaceship through six levels of constant action!



Choose from three different colored ships and three levels of difficulty. Use the ships' power to transform into the enemy units.



Those incredible end-level bosses are larger than life and ready to take yours!



This powerful nuclear generator must be destroyed to complete your mission.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATLUS	SUPER NES	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	10	SHOOTER	100%

IN FOR A SHOCK?



THEN STEP INTO **DYNAMOR**, YOUR ALIEN-CRAFTED SUIT OF DYNAMIC ARMOR. BUT MOVE QUICKLY, YOUR METAL HEAD COMPETITION IS ABOUT TO SMACK YOUR JAW WITH A NASTY LITTLE LASER BOLT. AND THAT'S JUST THE WARMUP. WHEN THE ACTION REALLY HEATS UP, THE MECHANIZED SHOCKTROOPERS FROM **IMPERIUM** WILL BE TRYING TO TURN THAT **DYNAMOR** OF YOURS INTO NOTHING MORE THAN A COOKIE SHEET.

IMPERIUM. REAL HEAVY METAL FUN.



MADE IN JAPAN
NINTENDO SUPER NINTENDO
ENTERTAINMENT SYSTEM AND
THE OFFICIAL SEAL OF QUALITY
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.
VIC TOKAI, INC.
IMPERIUM IS A TRADEMARK OF
VIC TOKAI, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



THE OFFICIAL SEAL OF YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THE SEAL WHICH INSURES GAME AND ACCESSORIES TO REMAIN COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

CIRCLE #125 ON READER SERVICE CARD.



SUPER NES

HEAVY METAL

In the year 2015, an advanced new crime organization known only as "CRASS" begins to wreak havoc on the lives of the people of Los Angeles. In an attempt to stop this new wave of crime, the police have deployed an armored unit of specialists called Metal Jacks.

In this action cart from Atlus, there are six levels of excitement, awesome graphics, and cool end bosses. Metal Jack is sure to elevate your blood pressure.

Pick from three characters, each with different strengths and attack powers. When the Metal Jacks encounter a boss, they are endowed with a powerful exoskeleton which enables them to utilize some incredibly effective weapons. Can this cart "suit" your tastes in the action category?



Killer robots like this will try to cut your crime fighting days drastically short.

ARMORED POLICE METAL JACKS

RED JACK



A.K.A. - Ken Striker
Special Suit Attack - Buster Shotgun
Special Armor Attack - Metal Punch
Strengths - Excellent balance of speed and raw power.



SILVER JACK



A.K.A. - Billy Crash
Special Suit Attack - Summit Stick
Special Armor Attack - Blizzard Beam
Strengths - Blazing speed for optimum assault capabilities.



BLUE JACK



A.K.A. - Jake Gonzales
Special Suit Attack - None
Special Armor Attack - Jet Dynamoite
Strengths - Enhanced physical strength augments fighting prowess.



FACT FILE		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CART SIZE	8 MEG	ATLUS	SUPER NES	EASY	DECEMBER
NUMBER OF LEVELS	6				% COMPLETE
					90%

METAL JACK



Fierce end bosses await the armored police at the conclusion of each level.



Use your suit weapons (like this Summit Stick) to ward off the endless attacks.



Fight crime in the future as a member of an elite police unit known as Metal Jacks.



THE WINNER AND STILL CHAMPION

Why fool around with pretenders when you can have the champ? Since 1990, *Light Boy* has punched the lights out of any would-be contender. No wonder. *Light Boy* is the only product licensed



by Nintendo that brings light and magnification to the Game Boy, and comes with batteries and replaceable lights. Don't pull your punches when it comes to doing what's best for your Game Boy; there's only one champion, *Light Boy*.



- Replaceable Lights
- 1.5 Magnification
- Batteries Included

Licensed by
Nintendo



Nintendo® and Game Boy® are registered trademarks of Nintendo of America, Inc. Light Boy™ is a trademark of Nintendo of America licensed exclusively to Vio Toys, Inc. Vio Toys, Inc., 22604 Lockness Ave., Torrance, CA 90501

CIRCLE #125 ON READER SERVICE CARD.

SLIPPER NIES



Question Mark Box: One of the many randomizing features of Wordtris is this icon. When the question mark box finally lands, it will turn into a letter. Guide it carefully!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SPECTRUM HOLOBYTE	SNES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	10	STRATEGY	100%	

GET WORDTRISIZED!

The Soviet Union may have collapsed, but spin-offs of the addictive hit Tetris have not! This time, all the blocks are the same size, but instead of assembling shapes, you must assemble words!

If you spell a key word correctly, all the blocks on the screen disappear. The game boasts a 50,000-word dictionary, so have those \$20 words handy! Each level has a different background, showing a different scene from a circus act. Play alone, against another player, three players, or with another player in the Cooperative Mode!

You can also select the level of difficulty as well as an option that doesn't allow you to repeat the same word! Wordtris is a great game that entertains while it educates!



Remember, some common words are not usable, including popular brand names.

WORDTRIS

SOME USEFUL NON-LETTERS!



Cherry bombs occasionally drop down and can be used to destroy unwanted blocks! These bombs blow up one letter.



Sticks of dynamite are powerful and destroy many letters. It's not easy to predict which letters will be eliminated!



Acid: If you spell a word that is over five letters, acid will appear. This vial will destroy an entire column of letters!



It's just like Tetris, except that your spelling ability is tested! Spell the word at the top correctly, and you'll clear the screen!



MACHO MAN
RANDY SAVAGE™



HULK HOGAN™



THE UNDERTAKER™



THE MOUNTIE™



SID JUSTICE™



JAKE "THE SNAKE"
ROBERTS™

THE RAGE OF THE CAGE!



WWF WRESTLING ACTION
SO INTENSE ONLY 15 FEET
OF STEEL CAN CONTAIN IT!



GO FOR THE TAG TEAM
TITLE WITH CANVAS-
SHREDDING ACTION.



CHOOSE FROM 10 OF
YOUR FAVORITE WWF
SUPERSTARS.

Screen shots shown are from NES™ version.

The WWF's newest tag team partners —
WWF® WrestleMania® Steel Cage Challenge™ for
NES™ and WWF® Superstars 2™ for Game Boy™ —
take you from the opening bell to the closing pin
with pulse-pounding action so wild, the steel cage
is barely enough to contain it!

Official
Nintendo
Nintendo



WWF and World Wrestling Federation are registered trademarks of Turner Sports, Inc. All other names, trademarks and logos are trademarks of their respective owners. © 1992 J&J. All Rights Reserved. Nintendo, Nintendo Entertainment System, Super NES™, Game Boy™, and Game Boy Color™ are trademarks of Nintendo of America, Inc. Game Boy is a registered trademark of LSI, Inc. © 1992 LSI, Inc. All Rights Reserved.

CIRCLE #150 ON READER SERVICE CARD



SKULLJAGGER

To Arms!

For ten years the people of Westica lived under the tyranny of the Kiltish Skulljagger. He forced the people to work like slaves mining their own jemerals for his fiendish use. As Storm, the leader of the rebellion, you must defeat the evil Skulljagger and his gang of bandits to release the people from his strangling grip.

There are seven levels, each with three parts that compose quite an adven-

ture. Screens are loaded with power-ups and extra items to aid you on your quest. As an added incentive in the game, there are several fantasy zones that are reached by performing a certain action in the correct location. These are bonus rounds where you can power-up until you are hit.

One special feature of this game is an 80-page booklet, drawn like a comic book, filled with clues and a great story. Combined with cool backgrounds, this one is aimed to please!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMERICAN SOFTWARES	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	7	ACTION	100%

Gum Galore



Snap-Cher

Gives ability to fly for awhile.



W. - Orange

Drop grenades for a short



Isl. - Lime

Destroys all enemies.



Sea - Grape

Grants temporary invulnerability.

Valuable Gems



Green Gem

20 equals an extra life.



Red Gem

Shoots power balls.



Blue Gem

Extra time and place keeper.



Giant Blue Gem

Collect to end the level.

Fantasy Zones

Perform the correct moves and teleport to an amazing jemerall wonderland.



Level 1

Run through the docks ducking these knights.



Level 2

On the ship, find the mask of invisibility.



Level 3

Battle hordes of Skulljagger's crew.

Boss 1
Grab the gum at the start, then hit and run.



Boss 2
Throw the bombs, but watch that tail!



Boss 3
Use the boxes to jump and attack!



You've Seen Dogfighting.



Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES™.

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!



Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

Super Strike Eagle from MicroProse. Any other flight sim is for the dogs. To order, visit your favorite retailer or call **1-800-879-PLAY!**

LICENSED BY
Nintendo

MICRO PROSE
SOFTWARE ENTERTAINMENT



SUPER NINTENDO
ENTERTAINMENT SYSTEM

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED. Nintendo, Super Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America Inc. © 1992 Nintendo of America, Inc.

CIRCLE #138 ON READER SERVICE CARD.

SUPER NES



Welcome to the long road to victory. Can you get the winner's cup in the end?



Meet your opponents. You'll find that they range from easy to awesome!



If you plan to be the champion then you will have to beat Steni! Good luck, ace!

David Crane's AMAZING TENNIS

MEET YOUR MATCH

Gamers have seen many tennis simulations, but nothing comes close to the graphics and control of "Amazing" Tennis. It was developed by David Crane, who is truly amazing in his own right! He's one of the finest game makers to ever program a pixel, and after playing tennis for over thirty years, he has come up with his most realistic tennis simulation yet.

David offers three different courts to choose from: hard for regular play with true bounce, grass for faster games and erratic bounces, as well as clay for slower games with higher bounces! You can have either head-to-head competition with a friend or choose a computer opponent. You'll also find tournament play for each of the courses, and if you win, you'll receive a real prize by mail. So, if your looking for hot tennis action, then get ready for David Crane's Amazing Tennis!



Playing on the hard court will give you longer volleys. Whoa, what a serve!

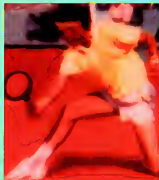


On grass, you will have quicker games and the ball will have less bounce.



The clay court will offer you a slower game and will have higher bounces.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ABSOLUTE	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	95%	





Fly By The Seat Of Your Pants.

IT NEVER FAILS. You're walking to lunch when you suddenly get the urge to obliterate an enemy MiG fighter over South Kuwait. Well, now you can satisfy that impulse right away with *F-15 Strike Eagle*[®], the first flight simulator for the *Gameboy*[™]. Squeezed into one thrilling little cartridge are seven action-packed war theaters from Baghdad to Karbala. Full roll and pitch functions. Ultra-realistic cockpit displays. Three difficulty levels. And explosive new missions every time you play. All of which make this easy-to-carry jet fighter

the perfect vehicle to carry you through days filled with bus rides, bank lines, and waiting rooms. So get your copy of *F-15 Strike Eagle* for *Gameboy* today. Because you never know when the urge to dogfight will strike again.

**F-15
STRIKE EAGLE**

MICRO PROSE[™]
ENTERTAINMENT • SOFTWARE
SERIOUSLY FUN SOFTWARE

To get our free catalog, call
1-800-879-PLAY.
(Mon.-Fri., 8:30 am-5:00 pm EST)

Or fill out the coupon for mail to
MicroProse Software, Inc.
180 Lakeshore Drive • Dept. D-10
Hunt Valley, MD 21030-2245

Name _____

Address _____

City _____ State _____

Zip _____

WAA

GAME BOY!



© 1992 MicroProse Software, Inc.
ALL RIGHTS RESERVED.

CIRCLE #138 ON READER SERVICE CARD.



SUPER NES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SETA	SUPER NES	AVERAGE	4TH QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	13	ACTION	90%	



Musya is set in an ancient time when men were brave and cunning warriors.



Your warrior must train hard and have great courage to defeat the forces of evil.



IN A TIME WHEN...

Long ago, fierce warriors roamed the world to fight for freedom in lands filled with evil. Set in feudal Japan, this game thrusts you into a huge battle between two armies. You play the part of Imoto, one of the bravest warriors in all of Japan. Injured during battle, you awake in a strange new land. Can you defeat the darkness and find your way back home?

武者 MUSYA



CINEMATIC MAGIC II



An ancient warrior is nothing without his weapons skills. You must master the spear.

COLLECT THE MAGICAL POWERS OF THE ANCIENTS!



MEGA BLAST



FIRE BLAST



HOMING BLAST



ICE BLAST

CHIPS & BITS SEGA & SNES BUY 3 GET 1 FREE* 802-767-3033

SEGA HARDWARE		SEGA ADVENTURE	
GENESIS Spain #120	\$49	Spalhardwood 2	\$47
GENESIS CD Cart \$29	\$49	Strider 1 or 2	\$49
GENESIS CD Play \$29	\$49	Strider 2	\$49
AC Adapter #1	\$49	Superman	\$49
Arcade Power Stick \$39	\$49	Telesam	\$49
Control Pad #1	\$49	Tamamen	\$49
Enduser joystick #1	\$49	Technic Final #1	\$49
Game Console #1	\$49	Technic Final #2	\$49
Gamepak #1	\$49	Terminator	\$49
Hot Control Pad #1	\$49	Terminator 2	\$49

SEGA ROLE PLAYING		SEGA SPORTS	
Exile* #249	\$49	Jordan vs Bird	\$39
Gemini	\$56	Ken Salmon	\$42
Immortal #49	\$49	Lakers vs Celtics	\$42
Ironclad #1	\$49	M. L. Soccer Hockey	\$42
King of the Rings	\$39	Mike Ditka Football	\$39
Might & Magic 3	\$59	NBA Sports Spz	\$52
Outlander	\$47	Maharajah An Rag254	\$49
Prehistoria	\$52	NBA Super Soccer	\$49
Pliber 3 Hit Book #14	\$44	NHL Sports Tsk F544	\$49
Phantasy Star 4	\$64	NHL Hockey V6549	\$49
Princes	\$49		
Rings of Power	\$55		
Roadwars 3 Knight \$25	\$49		
Shining Darkness	\$49		
Shining Force	\$54		
Sonic's Kingdom \$24	\$49		
Star Century	\$49		
Tinytoad	\$54		
Uncharted Waters	\$59		
Vampire Killer	\$49		
Warriors Eternal \$49	\$49		
X'NEM #3	\$49		

SNES ADVENTURE		SNES STRATEGY	
Chao	\$46	Faceball 2010	\$49
HMANS	\$36	Might & Magic 2	\$54
Legend of Zelda	\$54	Might & Magic 3	\$54
Looney Tunes	\$49	Shadow Run	\$49
Mano Plan	\$59	Sword Art	\$54
Master of Darkness	\$49	Warrior	\$49
On the Ball	\$49		
Outlaw	\$49		
Phantasy Star	\$49		
Rings of Power	\$55		
Roadwars 3 Knight \$25	\$49		
Shining Darkness	\$49		
Shining Force	\$54		
Sonic's Kingdom \$24	\$49		
Star Century	\$49		
Tinytoad	\$54		
Uncharted Waters	\$59		
Vampire Killer	\$49		
Warriors Eternal \$49	\$49		
X'NEM #3	\$49		

SNES ROLE PLAYING		SNES SPORTS	
Loch Mochu	\$49	Madden Football '90 \$54	
Magic Sword	\$54	MVP Football	\$54
Might & Magic 2	\$54	NBA Super Action \$54	
Might & Magic 3	\$54	NCA Football	\$52
Shadow Run	\$49	NHL Football	\$54
Sword Art	\$54	NHL Hockey	\$54
Warrior	\$49	Nolan Ryan Baseball	\$49
Warrior	\$49	Pro Bowl Football	\$49
Warrior	\$49	PGA Tour Golf	\$49
Warrior	\$49	Pigeon	\$49

X'NEM allows you to control superheroes like Wolverine, Cyclops, Gambit, and Colossus. Each character has unique powers and special moves. Play through levels, out of switch during the game, 1 or 2 player action game. **\$49**

SEGA STRATEGY includes titles like X'NEM #3, Strider 1 or 2, Strider 2, Terminator, Terminator 2, and X'NEM #3. **\$49**

STREETS OF RAGE 2 is a 16 Meg cartridge that features 4 tough fighters: Max, Axel, Blaze, & Jimmy. Each character is somewhat unique (special techniques & abilities). **1 player or 2 players.** **\$49**

SONIC THE HEDGEHOG 2 is back with more levels as many options and many more levels. New include base level and a new hand. **\$49**

MEGA FIRE CONTROL		SEGA ADVENTURE	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

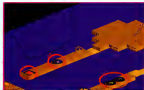
SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49

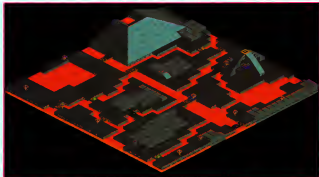
SEGA STRATEGY		SEGA STRATEGY	
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49
Archie #254	\$49	Wonder Boy Mars4	\$49



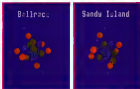
To be successful, you must always accelerate, brake, and turn properly.



Use the switch blocks to complete the most advanced levels successfully.



ONE OF THE MANY SPINDIZZY LEVELS!!!



Choose from many different difficulties and a variety of stages to test your skill



Use the password option to continue playing on the world last completed on.

Spindizzy WORLDS

It's a Spindizzy World out There!

The time has come to fall from the real world into the totally intense and extremely puzzling land of Spindizzy Worlds. You are a space-age top, and you must successfully wind your way through various mazes. Your top is very fragile however, and even a slight bump or fall can break you into many pieces! There are many planets in each world and you must

collect the jewel from each planet to complete that level. In addition to your basic controls, your top has an accelerator and a brake that must be used properly in each world for total

success. If you are unable to reach the goal there is a password so you can continue where you left off. Even with the password, this cart is enough to make you spin-dizzy!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ASCIIWARE	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	30	ACTION	98%	

DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



STRATEGY GUIDE AVAILABLE!!

FROM TOKUMA PUBLISHING

CALL NOW 1-800-937-5557 CODE: EGM

PRICE: \$10.95 (INCLUDES SHIPPING/HANDLING)
SHIPS T.O. W.K. AND TN RESIDENTS ADD 8.2% SALES TAX.



CIRCLE #172 ON READER SERVICE CARD.



ENIX AMERICA
CORPORATION

Nintendo
ENTERTAINMENT
SYSTEM



IN YOUR FACE!

They're back, and they want you to "Have A Nice Day!" Yes, Faceball is now invading the Super NES arena, with 41 levels of smiling combat and



several grinning enemies to blow away. Beware, some enemies are quicker and deadlier than

ever before, especially the king of all the Smiloids, the Master, waiting on Level 41! If you can't handle the stress by yourself, play with a friend: work as a team, or try to waste each other one-on-one in the Arena! If you play the Cyberzone option, there are several pods that contain coins, band-aids, modifications allowing you to fire more shots at once, and other surprises! To



TAGS = 0

advance a level, however, you must destroy the number of Smiloids listed after tags on the control panel (bottom center). The exit will be surrounded by a black wall that will disappear when the number of tags equals zero. Put on your happy face!

FACEBALL™



A FEW OF THE BAD GUYS

ROVER		Of course he is smiling - he likes to shoot you! This one travels in groups for maximum attack power!	SHOOTME		Go ahead, shoot him, he won't do anything. This one is basically a sitting target; just don't touch it!
NINJA		Like its name implies, Ninja attacks swiftly, silently and usually from behind! Fires rapidly and on target.	ISHOOT2		Ishoot2 moves slow and attacks by touching or shooting at you. It takes only one hit to destroy it.
TURKEY		Big and slow, but packs a powerful shot. This one has a tendency to sneak up behind you.	BOUNCER		This diamond is nobody's best friend! It chases and shoots you and it takes several hits to destroy.
ISHOOT		Weaker than his inverted buddy, this one is more a pest than a real danger. He can shoot well.	WALLY		Another aptly-named character. This one likes to hug the walls and shoot. Watch out around corners!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	BULLET PROOF	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	41	ACTION	100%	

INJURY STATUS:
IN ARENA MODE

HITS LEFT / FACIAL SIGN

3+ HAPPY

2 OK

1 HURT

0 UNCONSCIOUS

HAVE A NICE DAY!

ARMOR

SPEED

SHOTS

SCANNER

STATUS

TIME = 337

SCORE = 1922

LIVES = 94

FREEZE:
Freezes Smiloids, but for only a short time.

SHIELD:
Shots can't hurt you for a small amount of time.

CAMO:
The Smiloids will not be able to see you.



Do RPG games emphasize boredom instead of excitement?
OR do you feel action games work your FINGERS, not your MIND?

Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."

From the people who brought you ActRaiser.



 ENIX AMERICA CORPORATION
ENIX CIRCLE #172 ON READER SERVICE CARD.

Licensed for play on the
SUPER NINTENDO.
EXPERIMENTAL SYSTEM



NEW CHARACTERS!

MAIN HERO

Attack: 12		Magic: 10
Def: 12		Acc: 75
Speed: 8		Evade: 4

Level: 1

The main character is, as always, the dynamic and brave young lad.

KAEILI

Attack: 20		Magic: 14
Def: 29		Acc: 76
Speed: 11		Evade: 18

Level: 3

Kaelli is very kind to nature and also swings a pretty mean axel

TRISTRAM

Attack: 43		Magic: 21
Def: 28		Acc: 78
Speed: 28		Evade: 15

Level: 7

Tristram is a thief and is always on the lookout for making a profit!

REUBEN

Attack: 175		Magic: 40
Def: 27		Acc: 86
Speed: 66		Evade: 15

Level: 23

An experienced warrior with a very serious attitude problem!

PLACES TO VISIT!

Enter the town of Foresta and find a friend by the name of Kaelli!



AN ALL-NEW CUTE AND FUNNY STYLE!

My abundance is only 500 a month!

Your characters will do funny things: for example, if something weird happens, you will shrug in stupidity!



Check out the tunes! Name another RPG game with a rockin' band like this one!

BATTLEOUNDS!



As you travel across the land, you'll fight ten monster parties to receive an award!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SQUARESOFT	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	N/A	RPG	98%

Final Fantasy

MYSTIC QUEST

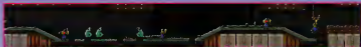


WHAT ABOUT THE NEWCOMERS?

Many gamers complain that either their children are not mature enough to understand RPG's or that some people just don't want to think through a game. Well, the minds at Square have just come up with a game that will satisfy everyone!

Final Fantasy Mystic Quest casts you into a world where the four gems of the Earth were stolen by a local tyrant, and you are the only one that can save your homeland from extinction!

The plot of the game is light hearted, so it entertains the younger generation, and the game play is easier than that of a normal RPG.


FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
BANDAI	SUPER NES	MODERATE	1993
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	11	ACTION	30%



Psycho Bonehead? Come here immediately!

Dr. Kill'emoff has had it with Toxie and the Toxic Crusaders' meddling ways!



Be wary of the dogs and birds when in the city. Be sure to pick up the presents!



Here is the massive dragon boss who will definitely try to totally toast Toxie's toes!



Now this is shopping! Jump in the cart and cruise the isle looking for scum!


MOP 'EM UP!

Okay, you've watched the show and have the comics - now it is time to take the next step and play the game! You are Toxie, Leader of the super hero group the Toxic Crusaders. The arch-villain Dr. Kill'emoff and his two stooges, Psycho and Bonehead, are out to get you with a band of bad guys and evil pollution creatures. Even the dogs and birds are aggressive! You will travel all around Tromaville, from the dump to the streets and the forest to the sewers, fighting all the way! You will need all of your skills and especially

your slop-destroying super mop if you hope to clean up the mess in Tromaville. Get in gear and mop-up the evil Dr. Kill'emoff and company!



Yipee! It's the totally gross muck monster! Toxie will need the use of his trusty mop.

Soul Blazer

SUPER NES



Fearsome Bosses



A city containing killer toys is not something you'll find in an ordinary RPG!



At the castle, true evil turns out to be a royal pain in the neck!

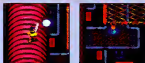
FIGHT THE GOOD FIGHT!

You are the chosen one, enlisted by your master to save the people from the evil of Darkheim. All life is in danger of extinction under his rule. In a flash of light, the Soul Blazer starts his long journey.

Soul Blazer combines action and role-playing to create an entertaining adventure unmatched by most cartridges. Standing in your way are swarms of enemies and complex traps. The graphics, sound and animation are top-notch, with game play that takes you step by step through the adventure!



The forest is a haven for all the animals driven from their homes by Darkheim.



Fight against horrible machines in the darkness of an underground laboratory.



You must travel to exotic Soul Mountain to obtain one of the sacred treasures.



Seek out mystical, beautiful mermaids deep beneath the ocean's rolling waves.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ENIX	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	RPG	100%

Battling Homer Kong and Momthra! Making the world safe again as Bartman! Cheating against the limb-tearing Juggernauts... it's the no-challenge-too-big, no-trouble-too-deep, Bart Simpson™!

Roast a city as the fire-breathing Bartzilla on SNES™. Battle atop the power plant towers on Game Boy™! Wield villain-vanquishing Super-Powers on NES™!

ALL-ACTION, ALL-COOL...ALL BART!



AAUUGH

"BART'S NIGHTMARE" ON SUPER NES™!



**GREAT BALLS OF FIRE...
IT'S BARTZILLA!**



**BARTMAN TO
THE RESCUE!**



WHY YOU LITTLE...

"BARTMAN MEETS RADIOACTIVE MAN" ON NES™!



**ENTER THE PAGES OF
BART'S FAVORITE COMIC
BOOK AS BARTMAN.**



**IT'LL TAKE ALL YOUR
BARTMAN SUPERPOWERS
TO DEFEAT DR. CRAB.**

AND DON'T MISS OUT ON
"KRUSTY'S FUN HOUSE"
ON SNES, NES, GAME BOY,
GENESIS AND GAME GEAR!



WALT GIBSON

WH!!!

"BART VS. THE JUGGERNAUTS" ON GAME BOY!



JOUSTING JUST ENTERED
THE ATOMIC AGE!



BEAT THE JUGGERNAUTS
OR THEY'LL BEAT YOU!

IT'S BART
SIMPSON ON
SNES, NES AND
GAME BOY!



LICENSED BY
Nintendo

AKkaim
entertainment inc.



CIRCLE #150 ON READER SERVICE CARD.



NINTENDO

Felix The Cat



PRESTO!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSONSOFT	NES	EASY	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
2 MEG	12	ACTION	100%	

I'LL GET YOU, PROFESSOR!!

Oh, no! The evil professor has taken my precious Kitty hostage, and is demanding my magic bag in exchange for her freedom. What's a poor cat to do?

I told the professor he wouldn't get away with kidnapping my beloved

darling, and I vowed to get back at him for taking her. I must travel through eleven levels full of traps and enemies before I can reach him.

That's okay, because I have my trusty magic bag! It can change into a lot of things that can help me get through the levels and beat all the bad guys! It's not going to be easy, but I have to save my buttercup. After all, am I a cat or a mouse?



Game play is enhanced by an ongoing storyline with amusing intermissions.





There are magic bags located in every level. Find one and press down ...



... you will enter a bonus room. Here is a chance to power-up your magic bag!



PUNCHING BAG



TUXEDO



BALLOON



PLANE



SCOOTER



TANK



RAFT



DOLPHIN



TORTOISE



SUBMARINE



SPACECRAFT

HELPFUL ITEMS



CAT HEAD - Grab 100 of these and get a free cat.



HEART - This will power-up your magic bag.



MILK - Replenishes magic for magic bag.

CHECK OUT ALL THE NEAT THINGS I CAN CHANGE MY MAGIC BAG INTO!



ONCE UPON A TIME...

In an age of magic and monsters, a great evil was born. This was not a simple evil entity, striving to just irritate the people of Burland. An evil so intense and horrible that the entire kingdom felt its dark shadow to an unforgettable degree.

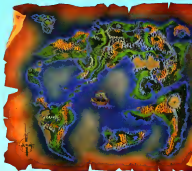
Thus, a prophecy had begun. The kingdom of Burland fell under attack by beasts of all kinds. Children started disappearing, and many people simply vanished! In *Dragon Warrior 4*, you assume control of several warriors who must free their world from the evil forces. Can you save your homeland? It is your destiny to

use all of the skill and courage you have been given to save everyone in this once beautiful and prosperous land!

Dragon Warrior IV is a series of chapters filled with mysteries and adventure. Build up your strength, and fight endless swarms of some of the most imaginative enemies ever seen on a video RPG. Learn the secrets of magic, and delve into the long lost knowledge of the past. The intelligence and wisdom of the ancients of Burland will undoubtedly aid you on your monumental quest.

Improved graphics and sound will plunge you right into the heart of the plot. The game features real-time passage! You will find that if you continue playing for an extended period of time, you will actually see the sun begin to set and night will fall across the land. However, you realize that the time of day has nothing to do with the urgency of your quest. You must not stop! If you enjoy mystery, or just exploring, you will love this latest entry into the *Dragon Warrior* saga!

THE LAND OF BURLAND



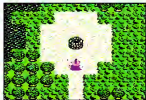
Find the man named Alex and he will give you information about a secret well.

DRAGON WARRIOR IV

Chapter One The Royal Soldiers



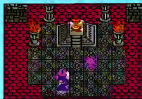
The King will start off your mission by asking you to check out the recent disappearances of many children from the town of Izmit. Begin your journey by scouting around for information. When you feel confident enough to explore, go inside the cave to the west. Find your way through to get to the next town, and talk to everyone. Eventually some information will pop up. Persistence pays off in this quest!



Search the secret well. It contains the awesome flying shoes and a new friend!



The children have been taken to this tower, but why? You must find out!



Saro is the man behind the kidnapping of the youngsters. Time to avenge them!



Defeat Saro and save the captured children from a certain, horrible doom!



Escape the scary castle by kicking through a wall.

Chapter Two Alena's Adventure



Become princess Alena, an adventurous girl whose father won't let her risk her life. Gain the help of Brey, the Wizard, and Chancellor Cristo.



Get sacrificed to a terrible monster, and come out alive!



Rescue the princess from a band of unruly thieves.



Search a desert bazaar to find some magical herbs.



You can play poker in the casino in the town of Endor. Go for the big money!



Fight to the death in the arena of Endor. You will encounter numerous monsters!



The slot machines can get you a lot of coins if you're lucky and a bit skillful.

Chapter Three Taloon the Merchant

Become Taloon, and stop wars and reunite families. Many adventures lie ahead of you, so get ready!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ENIX	NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	RPG	100%

MEGA MAN FLASHBACK!

NINTENDO

MEGA MAN 5



This razor-toothed ruffian is one of the enemies you will face high in the sky.



Be sure to avoid the airborne enemies when climbing through the rocky caves.



Walk on the ceilings to avoid the dangerous situations presented in this level.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	NINTENDO	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	16	ACTION	20%



MEGA MAN



MEGA MAN 2



MEGA MAN 3



MEGA MAN 4



WAVE MAN



STAR MAN



GYRO MAN



CHARGE MAN

Before Mega Man 4 came out, a contest was held in Japan. The contest was to name (and/or draw) the Bosses that would appear in the new Mega Man 4 cartridge. Game players throughout Japan sent in names and pictures of bosses that they would like to see in the game. Capcom of Japan picked the best entries and consequently created Dr. Wily's new arsenal of super robots. The win-

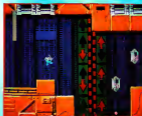
ners had the privilege of knowing that they helped shape a new game.

For Mega Man 5, Japanese game players were asked to do it again. All of the ideas for the game bosses came from the best entries received by Capcom of Japan. Although the game is not finished, we can still show you some artwork of bosses that may be in the final version.

MEGA COOL!

One of the largest and most popular series of games has another winner to add to its collection. Mega Man 5 has all of the action, graphics and intensity of the past four and more! Dr. Wily has a new plan to destroy our hero using a different, but more powerful and sneaky arsenal of trained super

robots. Defeat each robot boss to gain its weapons and fight the other bosses. Mega Man 5 has five times the excitement!



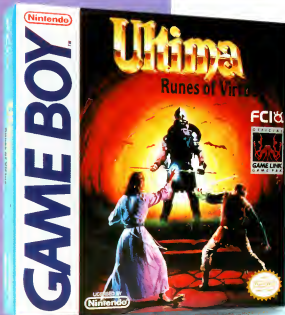
Jump up and shoot these menacing minions before they lose their marbles!

Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



- Powerful 1 meg chip with battery back-up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.



"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda.™"
(Nintendo Power, Vol. 23, April 1991)

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dugre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, juggers, gnomes and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy with the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

A Rock & Roll Game
THE ORIGIN™

FCI 
Not Just Kid Stuff

Ultima suggests 1980, 1982, 1985, 1988 & 1990 Origin Systems, Inc. Ultima and Lord Britain are trademarks of Richard Garriott. Runes of Virtue, Awe! 1991, Obsidian, Dugre and Shamino are trademarks of Origin Systems, Inc. Nintendo Game Boy, NES, The Legend of Zelda and the Official Zelda are trademarks of Nintendo of America Inc. ©1989 Nintendo of America Inc. FCI is a trademark of Falconer Communications International Inc. 191 East 32 Street, NY, NY 10022. Customer Information: (208) 968-9425.

NINTENDO



GOAL

WORLD-CLASS COMPETITION!

Take on the teams of twenty-four countries in the latest soccer cart from Jaleco. Game play is easy to master, but challenging enough to



make victory difficult! Rather than controlling all players on your side, the arrow indicates which direction

you are headed and the selected player. Kick the ball straight ahead, or in a high arc. For the latest in soccer action, get Goal 2.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	NES	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	SPORTS	99%



To play, choose the sides and kick off! The arrow shows your current player.



Tie-Breaking Kick: Determines who wins the final point!



When the opposite team has the ball, slide-tackle the player to steal it back!



Keep track of your current standing in the Super Cup with the Save option!



**F
O
U
L**



You can be penalized for fouls during play. The referee issues yellow or red cards to you.

"WHATTA CATCH!"SM

Power-Grip Glove and Football Set

Hey... we're sure you know what it feels like when you make that great athletic catch. Those times when all your friends yell "Wow! What a Catch!" Well now you can make those great grabs **EVERY TIME**...with the "Whatta Catch!" Power-Grip Glove and Football Set.

Whether you're a righty or lefty, our adjustable gloves will fit you. They're covered with sticky hook-and-loop material that makes it almost impossible not to make a great catch! Plus, our high-quality football is so realistic, it even pumps up with air! That makes it better than all those watermelon-shaped foam and cotton-filled footballs you've seen other kids playing with. Plus, our bright neon pink and green ball looks great!

"Whatta Catch!" is taking the country by storm so get in on the action. Run over to your store and buy one today!

And be sure to keep an eye out for all our other popular products, like the "Whatta Catch!" Flying Disc and the "Whatta Catch!" Power-Grip Softball. Plus, you can also buy extra Power-Grip Gloves and Footballs individually. That way, the whole gang can play at once!

Look for "Whatta Catch!" games at these and other fine retail stores:

BIG WHEEL. Venture. MEIJER.

Kroger DRUGS.

Drug Emporium.

Don't be fooled by cheap imitations! Look for the colorful neon pink and green packaging with the yellow "Whatta Catch!" brand name at the top.



© Copyright 1992, Sale Core Products, Inc. International Patent Pending

"Whatta Catch!" products are created and distributed by Sale Core Products, Inc., Cassopolis, Michigan

CIRCLE #174 ON READER SERVICE CARD.

16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEAT

Big Capacity with 12 Meg ROM!
104 dots x 50 dots characters!
Wow, they're huge! There are more than 150
techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!



FROM ACTION MANIA
FOR 2 G



SUPER NINJA BOY

FUN.FUN.FUN!!

A peaceful life in quiet Chinland was suddenly thrown into
disarray after the Universal Peace Conference was over. The
Emperor's concerns kept growing until Jack and Ryu decided to
go out and settle the problem. The places they visited during their
expeditions were Chinland, Motherland, Fantasyland and Future-
land. The more they advanced, the more suspenseful it became.
What they found out was a devastating plot.
There are loads of exciting action, cool items, fast vehicles, great
attacks, and magic spells available. They are all yours to blow
everyone out of the way if the price is right!



COMING
SOON!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	35+	ACTION	60%

EGM UPDATE!

THE HEDGEHOG'S GETTING FASTER

The heat is definitely turning up as Sonic, the super mega-star hedgehog, revs up his engines for a new appearance in the 8-Meg sequel to EGM's 1991 Video Game of the Year! As soon as new levels and other exciting features are added, EGM will keep you posted!

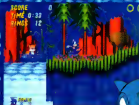
For right now, we've collected our latest updates to give you this report on the next Sonic boom!

As stated before, Robotnik is back to prepare his ultimate battle fortress, the Death Egg, for the destruction of Sonic's home world! This time our blue wonder is out to

stop him for good, and to help out he's brought along his young sidekick Sonic-wanna-be, Tails.

In addition to the fancy corkscrew road and the pictures shown previously, here are more pix of the later levels that will totally blow your mind! There is a new production factory similar to the Scrap Brain Zone. As you can see, there will be tons of technical terrors riddled throughout this new area. In addition, there is a new rendition of the Labyrinth zone filled with more detail, loops, and hidden stuff to find!

The graphics are greatly improved and the big blue blur's latest adventure is starting to take shape! Turn to EGM and Mega Play to keep you up-to-date on this hot new game!



As seen in issue 37—the new Green Hill Zone is complete! There are many different paths to take, just like the original Sonic, and each one leads to a different hiding place! There are several cool new effects



that will blow your hedgehog mind! The corkscrew road is just one example of Sonic 2's wicked new look. This level is structured so that you can become familiar with Sonic's super speed and agility.

Check out these twisting curves! Then take a look at the NEW pix of this level!

Enter the new techno city!



You will need to make leaps of faith to cross many of the sections here!



Later on, you'll find new twists and curves between you and Robotnik!



Be careful, the pollution is high and the robo-swat is more plentiful here!

Yipes! Could it be a new rendition of the deadly Scrap Brain Zone? It sure looks that way! One thing you can't debate is just how deadly this round can be! If you're not avoiding giant pitfalls leading to who-knows-where, you might be sailing through some high-tach wiz-bang roads designed to give poor Sonic's mind and body a true workout! Where's Tails when you really need him?!

The labyrinth!



Unlike the first game, the Labyrinth Zone is made for running this time!



Likewise, you'll still need to take a swim! Check out those graphics!

That's right! The Labyrinth Zone has reappeared with an all new style! The graphics are sharper and more appealing! It's also not much of a maze anymore, with running and jumping, as well as a few dips in the water, replacing the mazes of the original!

Well, I bet plumbers never get their own soft drink!



What does Sonic do after polishing off a sequel? He has a Sonic six-pack!



Yeah, I guess it's about time you heard from the little furball who wants to be just like his role model, namely moi. So, here's Tails with his first words of wisdom on Sonic 2! But go easy on the guy - he's young, but learning fast!



Oh boy! I got to speak out for the first time! YA-HOOOO! Look up above me and see what I get to go through! The coolest thing is that there's a whole game full of stuff just like it! Fun, fun, fun!





TYRANTS

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GENESIS	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	27	STRATEGY	95%

WORLD DOMINATION!

Tyrants (formerly titled Mega lo Mania) casts the player in the role of one of four would-be gods, each seeking to gain total supremacy over a planet.

Each of the deities controls a race of people (his team) who slowly advance in weapon and defense technologies from the caveman era through the middle ages, on to the Victorian era and to the present day nuclear period. This creates tension between the gods who fight each

other for control of the planet's islands. A player wins by taking control of all 28 islands situated around the planet's surface. The first 27 islands are divided into groups of three; each group is known as an epoch. You may choose to conquer the islands in any order, but you must conquer each epoch in sequence before you can finally fight the "Mother of Battles" over the 28th island.

You must win this huge confrontation and destroy the other armies. Only then will you achieve the ultimate goal of becoming the powerful ruler of this battle-scarred planet!



The competition for such godship is fierce among the universal powers and demigods.

A colorful prologue provides a unique and interesting background to the game.



After selecting your team leader, the remaining three will become your foes.

• The COMPETITORS •

SCARLET



Fiery and aggressive demigoddess of the Pleiades. Controller of the red people.

OBERON



Backstabbing and ruthless self-appointed King of Algol. Controller of the yellow people.

CAESAR



Vindictive and unpredictable Godfather of the Trapezium mafia. Controller of the green people.

MADCAP



Cunning and deadly Andromedon mercenary supreme. Controller of the blue people.

1. GAME SPEED INDICATOR - Adjust the pace of the game with three speed settings.
2. ISLAND MAP - Shows location of opponents in each sector competing for island control.
3. SHIELD - Shows current number of soldiers in the sector shown on the screen.
4. ISLAND NAME
5. YEAR - Shows the technological levels of each competitor's armed forces.
6. BLUEPRINTS - Shows the "ingredients" needed to build an item you've researched.
7. CREST - Shows the defensive state of each building in each sector.
8. ARCHER - Shows defensive weapons invented and how many of each can be created.
9. SWORD - Shows offensive weapons invented.
10. LIGHT BULB - Allows offensive and defensive weapons to be invented.
11. WORKER - The number of currently idle men in a particular sector.
12. CURSOR
13. PICK AND SHOVEL - Alters number of men mining an element for an invention.
14. ELEMENT - "Ingredient" needed for weapons.

THE GODS' BATTLEBOARD



Every sector within an island has a technology level. When you start, each sector has the same date and the teams have equal technologies.

THE TERRAIN

Conquer all of the various islands and you'll make it to "The Mother of Battles" which is basically a free-for-all fray where the people that were 'shutdown' in the earlier islands are transferred forward and armed with laser blasters (no other weapons are allowed) for each team.

Can you become the one eternal god? Immortality and omnipotence await!



GENESIS

GO JOE! MONTANA PIGSKIN PREVIEW!

This is the third edition to the successful Sports Talk Football series. Joe Montana is back, but this time he actually plays for the San Francisco 49ers. All the other NFL teams are also presented to slug it out through a full season on the gridiron.



Here we have the game options screen. Set the weather and field conditions!

Like the first editions, Montana 3 has instant replay and the ability to control the field settings. The sports talk announcer will give you a play-by-play account of all the hard-hitting action, with finely detailed graphics adding to the realism.

There are many improvements over previous football efforts. Now all the NFL teams are licensed for the game, so you get to see your favorite players in action. The player selection is also expanded and revised to allow greater flexibility. You have a larger selection of angles from which to see the game, including an overhead blimp view. The new passing techniques defi-

nately take time to master, but add to the realism.

In addition to playing a solid game of football in a well presented and executed fashion, Joe Montana's third video football cart goes the extra distance to provide many of the bells and whistles not found in other games. In addition to retaining team and player specs throughout each game, specific modes of play track the progress of other teams from around the league to give you a true national standing. Your teams overall stats are also displayed at various points in the game.

Add to the package a variety of digitized intermissions and modified weather conditions from field to field! Check out NFL Sports Talk Football for some bone-crunching good times!



In this screen, you can substitute the players and also set line formations.



Each formation and group of players provides you with a new set of plays!



Up the middle and free at last! Knowing your options will allow for big yards!



Gee, the coach seems real happy with your performance after that long play!



Instant replay will allow you to relive those great moments of punishment!



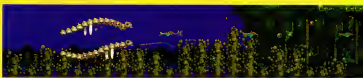
Confucius say, "Big hit mean easy fumble!" Hold it tight and don't let go!



Run for your life! If you're quick enough, you can elude the entire team's defense!



GENESIS



This aquatic level is filled with many translucent fish that want to sting you.



Huge enemy creatures are just waiting to put a quick end to your bio-adventure!

BIO HAZARD

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	35%

MEGABLASTERS

A high-powered blast can be attained by holding down the fire button. Check out the awesome effects of this powerful weapon!



SLASH



SQUIRM



BUZZ



STING



INVASION!!

Fly through jungles, caverns, deep seas, and other beastly stages in this new shooter from Sega. It may sound tough, but your ship is equipped with a special weapons pod that can be aimed in any direction, 360 degrees around!

The graphics are beautifully detailed and accompanied by enemy animation that's as smooth as a cartoon. This new entry in the shooter genre is still in early development, but its potential is solid.

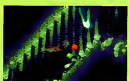


Your fighter has the ability to fire in any direction, causing high enemy casualties!

FLUID ANIMATION OF ENEMIES!!



This unique creature will twist and turn as it tries to tear you apart.



Mercury droplets fall and flow in front of your fantastic fighter!

BIO WEAPONRY

There are four different power-up pods in the game. Collect three of the same pod to max out your special weapon for increased performance!



BLUE POD



ORANGE POD



GREEN POD



YELLOW POD

S
L
A
S
H



8-WAY



REFLEX



SPREAD



CANNON

S
Q
U
I
R
M



PULSE



HOMING



SPREAD



CANNON

B
U
Z
Z



PULSE



REFLEX



SPREAD



RING LASER

S
T
I
N
G



8-WAY



HOMING



SPREAD



RING LASER

The weapons to be obtained in this game are numerous. As you can see, different weapons are collected depending on which ship is flown. They vary in power and capability, so experiment with the various ship/weapon combinations to see which works best for your style of play.

The graphic displays of these intense weapons really add to the unique theme of biological/insect warfare. You receive a bug's eye view of the action! Think twice the next time you use that flyswatter!



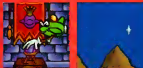


GENESIS

The STORY



In the dead of night, the evil Thump secretly gains entrance to the castle.



Thump steals the prize of the kingdom, the sacred Magic Gem, and runs away!



Day breaks as the King enters the room and makes the horrifying discovery!



The King's two loyal servants, Bop and Bump, are summoned to rescue the Gem!



At the King's request, Bop and Bump are off to retrieve the Gem from Thump!

THE GADGET TWINS

TWICE THE FUN

In the far-away place called Gadget Land, the evil Thump has stolen the Magic Gem from the King's castle! The only hope of getting the Gem back is two brave jets, Bop and Bump! Play Bop and Bump simultaneously, or Bop alone in the one player mode. Begin your journey armed only with your multi-directional



boxing glove, and gather more powerful and complex weapons as you progress. These items can be purchased when you pass a shop or by punching open one of the treasure chests scattered about. But no matter what objects or weapons you obtain, Thump has an array of devices designed to challenge Bop and Bump through 12 levels of side-scrolling action!



Here's one of the weapons Thump will use against you.



In this stage, you must avoid the jaws and keep hitting him!



Thump's protective shield saves his skin.



Another of Thump's weapons: a bomber that also relentlessly charges at you!



If you take too many hits, you'll feel sore!



Use the arrow to direct your boxing glove, claw, or any other weapon you can find or purchase.



Bop takes the gloves off to use this effective claw he bought at the local shop. Special weapons really help.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	GAMETEK	SEGA	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	12	ACTION	100%	

PREDATOR 2™

GENESIS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ARENA	GENESIS	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	80%

A HUNTING WE WILL GO!

It comes from a distant world to hunt humans for sport. First it stalked in the jungle; now the Predator has decided to kill more victims on the streets of Los Angeles in the video game version of the movie.

Take on the role of Lieutenant Mike Harrigan and infiltrate the rival

gang territories on your way to the alien mother ship. As you waste the enemy goons, hostages must be saved in order to clear a stage.

Great sound effects and funky music might make you dance instead of play. Along the way, there is tons of high-tech government hardware as well as alien items to use. Punish the Predator by choosing your weapons carefully, and make him the prey!



Don't make yourself an easy target for this evil alien hunting machine!

AWESOME WEAPONS TO CHOOSE FROM!



TWO SHOT



SPRAY



GRENADE



SPEAR



DISC BLADE



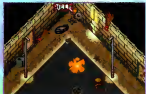
CLAW



This guy is dead meat, thanks to the Predator's thermal sight capability.



Stay far away from the Predator's laser targeting system or you'll be fried!



It's another successful hunt and a brand new trophy for the powerful Predator.



Now, we will take you on a tour of the world famous Hunt Club trophy room.



Meet The Faces Behind Most Medical Advances.

There are a lot of doctors and researchers out there who deserve credit for society's medical achievements. But the fact is, they'll have to share the credit. Because before any medical project can break new ground, it has to get off the ground. And that takes money. We urge you to contribute to the hospital of your choice. Your help could mean a solution to many of today's most pressing medical concerns. The first of which is, quite frankly, funding.

Give To Your
Local Hospital.
Give To Life.



National Association for Hospital Development

ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Accolm	190	7,11,16-17,125,140-141
Accolada	261	66
American Survey	118	89
American Software	142	53,101
American Techno	103	29
Asclware	202	37-39,79,81
Atari	122	186-187
Bardol America	119	15
Bra Software	190	203
Bullet Proof Software	124	3
Canaria	203	103,105
Chips & Bits	139	23
C & L Controls	134	131
Culture Brain	106	27
Dats East	153	180-181
Electronic Arts	119	81
Electronic Games	111	40-41,85-91,83-81
Entz America	190	205
Exchange A Games	172	133,135
Exchanges A Games	166	252
PCI	121	147
Parco, Inc	110	206-201
Galook	212	99
Gems Data	218	266
Gems Shock	207	202
GemsTalk	209	92
Gemssoft	210	208
Gemsatronix	179	83
High Voltage	221	199
Hot B	128	171
IMI Control	228	85-87
Intelon Device Systems	232	96-97
Interplay	213	16
Inno	150	21
Japan Video	199	257
Kowl	166	31
Kosami	146	2(FC), 113-115
Low Cost Gaming	126	257
Micropress	126	127,128
Nanico	140	165,167
Natscene	126	40
NTVIC	106	77
Ocean	192	212(DDC)
Recovery Cable	162	201
Removation	113	111
Selectra Products	174	143
Sega (Genesis)	107	118-119
Software Etc	183	9-6
Sony ImageSoft	120	46-47
Southeast Group	182	159
Sunsoft	164	22-23,211(DDC)
Taito	161	137
Takara	179	66
Tecore	123	93,97
Tengen	142	75
Tradewest	146	106-107,82-83
Treco	155	96
Trife Controls	180	72-73
Triffix	164	43
Trilon Toys	146	18
Turbo Technologies	101	66-67,264
U S Gold	168	12-13
Via Tekal	125	121,123
Video Games from Japan	125	207
Video Games Unlimited	121	209
Virgin Games	116	6,83,71
Working Designs	209	33,35

FREE GAME INFORMATION!! Plus Your Official Entry Form For EGM's FACT-FILE Game Give-Away!!

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this months drawing of EGM's FACT-FILE Game Give-Away!

WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, the kindly companies listed below have agreed to smuggle out to us the latest and greatest games we profile in every issue of EGM! Not being the stingy sort, we've decided to pass these carts along to you because that's the only real reason why the companies sent them to us in the first place. Anyway, if you'd like a jab at these gaming goodies, simply detach the reader survey card, answer the questions, and mark which system(s) you own. Once we find a box, we'll put all of your cards together and start pickin'! Remember to read the rules and enter today!

The following companies are contributing to this contest:

Absolute Entertainment, American Softworks, Arena, Asciiware, Atari, Atlas, Bandai, Bulletproof Software, Capcom, Data East, Electronic Arts, Enix, Hot-B, Hudson Soft, Jaleco, Konami, Renovation, Seta, SNK, Spectrum Holobyte, Square, Turbo Technologies, Virgin Games

ENTERING IS EASY:

- 1) Fill out the Reader Survey Card.
 - 2) Answer the Survey Questions and Pick the Systems that You Own.
 - 3) Mail your Reader Service Card to:
Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965
- Winners will listed in the Dec. EGM!**

Contest Rules: All entries must be received before November 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. Be the life of the party, serve SPAM at your next luncheon. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Bantam Publishing Group, Inc. or to members of their immediate family. Taxes are the responsibility of the winner. Approximate value of prize is \$900. Prizes will be forwarded to the winner when final production copies are available. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.

GENESIS

SEEK AND DESTROY?

LHX Attack Chopper is the latest flight simulator from the folks at Electronic Arts. This 8 meg wonder is sure to please with incredible animation, extensive options, challenging game play and realistic combat action.

You can pilot either an Apache assault chopper or the top secret LHX. You control your direction, air speed, altitude, weapons systems

PICK YOUR CHOPPER



THE LHX



THE APACHE

LHX

ATTACK CHOPPER

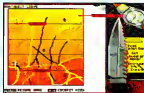
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	45	ACTION	95%

and different viewing perspectives.

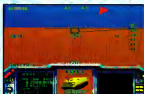
Each chopper is equipped with a deadly variety of state-of-the-art weapons such as a special machine gun, Sidewinder missiles and the ultra-destructive Hellfire rockets. Missile lock can be easily achieved by approaching the target, and then selecting the appropriate missile. After missile lock is complete, simply launch your missile and watch the fireworks!

There are also a variety of different visual perspectives which add extra depth to this already complex action cart. Get a bird's eye view of the action with LHX Attack Chopper while trying to execute the missions and save the world.

FIVE DIFFICULTY SETTINGS



The map will highlight your various mission objectives and destinations.



The instrument panel in your chopper's cockpit is an invaluable asset in combat.



COCKPIT VIEW-
Good for general purpose use with visible targets.



PASSING VIEW-
Lets you check-out the exterior of your chopper.



FRONT VIEW-
Enables you to see a head-on view of the aircraft.



MISSILE VIEW-
Provides a view of what is seen by your missile.



SIDE VIEWS-
Choose between right side and left side viewing.

DAWN PATROL

Frigid air buffets your face as you fly through the war-torn skies of France. From the east you see movement; an enemy patrol. You adjust your goggles and slam the throttle open. You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly strafing missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We've got the gear if you've got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.



namco

NAMCO HOMEENT INC. 3255-1 Scott Blvd, Suite 100, Santa Clara, CA 95054-3013

Wings 2 - Aces High is a trademark of Namco Homeent Inc. © 1992 Namco Homeent Inc. All rights reserved. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.



GENESIS

TECMO

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATLUS	GENESIS	MODERATE	4TH QTR
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	N/A	SPORTS	95%

WORLD CUP



In case of a tie, penalty kicks will decide the game winner.



Select any of these countries as you strive for victory.

KICK THE HABIT

This latest soccer cart packs quite a punch for its small size. There are two modes of play including a one player set-up that allows you to choose time, mode and level as well as the tournament known as the World Cup. Action awaits as you master stealing the ball and kicking your way to the coveted Cup!



Choose the formation that best fits your playing style.

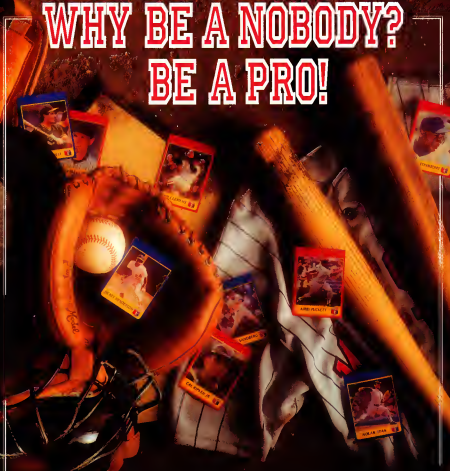


Monitor your team's progress until they reach the final game!



Steal the ball and work it offfield towards the goal!

WHY BE A NOBODY? BE A PRO!



Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megas of realistic graphics.
- 26 teams.

namco

NAMCO HOMEENTEX INC. 3935-1 Scott Blvd. Suite 100, Santa Clara, CA. 95054-3013

Super Batter Up is a Trademark of Namco Homeentex Inc. ©1992 Namco Homeentex Inc. All rights reserved. Nintendo - and Super Nintendo Entertainment System - are registered trademarks of Nintendo of America Inc. Officially Licensed by The Major League Baseball Players Association - 1992 MLBPA 06A.

SEGA CD

COBRA COMMAND

DEATH STRIKES FROM ABOVE...

Flight simulation takes on a whole new look with Sega's CD helicopter gunship action game, *Cobra Command*! Instead of an overhead view or side scroller, get in the pilot seat for the ride of your life! Complete nine missions from New York to Easter Island, all climaxing in the biggest challenge of them all: an attack on the Terrorist Fortress of level 10! Armed with a Vulcan Cannon, missiles, and your own flying skill and courage, take to the skies to destroy jets, aircraft carriers, tanks, ground structures, terrorist strongholds, helicopters, biplanes and every other military machine imaginable! Choose from three difficulty levels to make the missions more challenging. Create chaos with *Cobra Command*!



Depending on the difficulty level you select, the instrument panel may provide constant information on your mission.

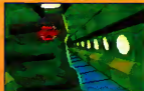
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD	10	ACTION	95%



Can you smash your way through the submarines that surface in front of you?



The closer you get to your intended target, the more damage you can do.



You must guide your craft through caves and long tunnels while fighting enemies!



In the Pacific Ocean, you must destroy this powerful aircraft carrier to advance.



Don't get distracted by the scenery - your foes will use the surroundings to hide!



The Big Apple hosts more evil enemies!



GENESIS

ALIEN³



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ARENA	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THME	% COMPLETE
8 MEG	15	ACTION	100%



You must enter the colony and embark on a huge search and destroy mission.



The morgue holds more than just bodies. Beware of the enemies still alive here!



Here's a breath of fresh air! Aliens hide in all areas of the colony - even air vents!



Face huggers will pop out of the eggs and attempt to attach onto you!



This prisoner has to endure the terrible agony of a painful alien chest burster.



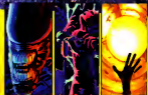
Blow up canisters of explosive fluid to help destroy your numerous foes.



The alien guardians are super-tough, and require hundreds of hits to annihilate.



You've found the nest! Here you will face the ultimate queen evil of the aliens' race.



Horrifying Cinemas

ALIEN COMBAT!

Ripley, the sole survivor a mysterious crash on a prison colony, finds herself fighting an alien threat she knows all too well. She must gather her wits and face her greatest fear: the vile hordes of aliens! As Ripley, you must free all the prisoners trapped within the labyrinth corridors of the space colony.

Though out-numbered, Ripley can collect a few items to even the odds. A flamethrower, pulse rifle and grenades will pulverize the xenomorphs into oozing alien slime.

Alien 3 brings the motion picture to life! The graphics and animation fit the game perfectly. Everything is here from the face huggers to the chest bursters. Arena even includes some scenes that were removed from the movie! The heart pounding music and frighteningly realistic sound effects round out this tribute to the classic series. This cart contains something for Alien fans and action addicts alike!

CATCH THIS!

YOUR CHANCE TO REEL IN THE BIG ONE!

HOT-B presents the exhilarating and backbreaking challenge of saltwater fishing for your NES™.

Below the warm blue waters, off the world's most famous deep-sea fishing destinations, awaits the ultimate fishing trophy...THE BLUE MARLIN.

Match your strength against the writhing frenzy of the powerful Blue Marlin.

THE BLUE MARLIN is not another fish story! It's a realistic fishing simulation, guaranteed to get you HOOKED!

STILL A BIG HIT!

NINTENDO ENTERTAINMENT SYSTEM



HOT-B

HOT-B™ USA, Inc., 1255 Post Street,
Suite 1040, San Francisco, CA 94109
(415) 367-9501

© TM 1991 HOT-B U.S.A., Inc.

Nintendo, Nintendo Entertainment System, and NES are registered trademarks of Nintendo of America, Inc.

CIRCLE #128 ON READER SERVICE CARD



**NO MATTER WHAT SYSTEM YOU OWN...
WE HARD'S GOT WHAT YOU'RE LOOKING FOR**



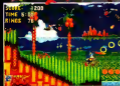
SIMPLY THE BEST IN THE BUSINESS



SCREENS SHOWN - SONIC BLAST MAN (SP), CYBER ROKK (TG), NINJA ALPETE (MO-CD), SUPER BATTLE (SP), MARIO KART (SMBL), CYBERNATOR (ENBS), MONSTER MAKER (SOB), POWER ATHLETE (SFMEL), ART OF FIGHTING (GOO), RANMA 1/2 (SCOPF), WOLFCHILD (MO-CD), LAND STALKER (19M-MS), MADENA SAGA (SBL), FINAL FIGHT (MO-CD), BLACK HOLE ASSAULT (MO-CD)

WHEN YOU THINK SEGA... THINK DIEHARD

WITH SO MANY GREAT GAMES OUT,
AND SO MANY GREAT ONES COMING,
AND A CD, WHAT ELSE COULD YOU BE THINKING?



SONIC 2



BATMAN RETURNS (CD)



BIO-HAZARD BATTLE



X-MEN



SUPER HIGH IMPACT



GLOBAL GLADIATORS



YOUNG INDI JONES



STREETS OF RAGE 2 (16M)



LAND STALKER (16M)



THUNDER STORM FX (CD)



WONDERDOG (CD)



MONTANA 3 (CD)

THESE ARE JUST SOME OF THE GREAT NEW LINE-UP. GET READY FOR A SEGA SURGE! WE CARRY A FULL LINE OF SEGA PRODUCTS. THERE'S SO MUCH MORE TO COME. FOR NEW RELEASE INFO OR TO ORDER CALL:

818-774-2000

VISA, MASTERCARD, DISCOVER & C.O.D.'s WELCOME

SEGA & GENERAL ARE TRADEMARKS OF SEGA. GAME TITLES AND TRADEMARKS OF SEGA OR ITS LICENSEES. HAVE A GREAT DAY!



HA! Take a look at this force of cyborgs and weapons on my side! Heck, there's so many they can't even fit on the first page! Top that, ya old and moldy lizard!

THAT'S USING YOUR HEAD!

Now that he has a name, Zonk can finally find a home on the store shelves!

Set in a shooter perspective, Air Zonk features

FACT FILE	MANUFACTURER	MACHINE
	HUBSON OF JAPAN/ TURBO TECHNOLOGIES	
CART SIZE	TURBO DUD	NUMBER OF LEVELS
4 MEG		5

great scrolling and a variety of weapons. You can choose a companion to enter your adventure and you may join with him to form a super cyborg! This one is a real treat!

DIFFICULTY	AVAILABLE
MODERATE	NOW
THEME	% COMPLETE
SHOOTER	90%

AIR ZONK



RIPP

Now you know why the "Beware of Dog" signs are posted!



MUMBLES

From a butthead to a screwhead! It still packs a wallop!



BUBBLICIAN

Get ready to start launching gum balls at those cyborgs!



SHOCK

An eight-way lightning attack!



TRAP

A flurry of steel mouth traps!



GLASSES

They are not just for cool looks!



SMALL

Shrink and fire a homing gun!



SCUD

Don't be fooled by its namesake! He is a very powerful guy!



Soar next to the industrial city and fight against the immense magnet drones!

There are also sea-born cyborgs and other challenges as well as a HUGE boss!



POWER DUMP

Once you get on this guy's trashy side, you're toast!



It's into the streets to clean up a little of the garbage that your adversary left!

Check out this mammoth mass of mutated muck! This boss stinks!



MOO MOO

This oddball cow can hook up to have you fire milk cans!



Now this is sporty! The cyber-jocks are an annoyance, but not too deadly.

Yet, their boss is meaner than any coach you ever had! Let him have it!



TURBO DUD

DEAD MOON

Lunar Luck!

You have the chance to fend off a strange armada of alien warships that arrived on the moon via a stellar comet! Last reported in issue 22, this mega-hot cart is about to arrive in the states! There are six levels that

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAIUSIME OF JAPAN/ TURBO TECHNOLOGIES	TURBOGRAFX	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	6	SHOOTER	100%

take you through cities, Earth's orbit, and all the way to the multi-level base of the alien invaders stationed on the moon! Packed with multi-scrolling smooth backgrounds

and eerie music as well as hot weapons, this is sure to please just about all shooter fans!

STAGE 1



As you enter the city, waves of enemies and a vile boss will come your way!

STAGE 2



Blast off towards the moon to take on the main battery of armada forces!

STAGE 3

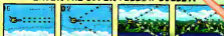


Beware the treacherous surface of the alien base - the Dead Moon!

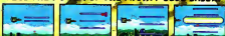
THE DEVASTATING RED SPREAD



ENTER THE SUPER YELLOW BULLET!



FEEL THE POWER OF THE MIGHTY BLUE LASER!



EXPERIENCE THE GREEN DISRUPTION WAVE!



USE YOUR MUSCLES TO GET THROUGH TO YOUR BELOVED!



CLIMB LEDGE



SWORD



JUMPING



AVOID TRAPS



INCREASES HEALTH

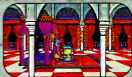
Be sure to find these vials in the dungeon!



HEALS DAMAGE



Many cool things will happen on your quest, like "making" your "evil twin!"



All might not be lost - someone does care, and she might send you help!

ARE YOU PREPARED TO MEET AN EARLY END TO YOUR LIFE?



THERE ARE TWELVE GRUELING DUNGEONS TO GET THROUGH. EACH ONE IS LOADED WITH TRAPS, DEAD ENDS, AND GUARDS!



CAN YOU STOP JAFFAR'S RAGE?

Jaffar, the evil tyrant that took the responsibility of the Sultan during his absence, is out to get the throne. All he needs is to marry the Sultan's beloved daughter, however, she is already in love, so the clever Jaffar decides to throw our hero into the pits of his castle while giving



his "bride to be" one hour to decide who she really wants to marry.

As Jaffar leaves you for dead, you must make your way through twelve increasingly difficult dungeons. The plot also thickens as you progress with incredible cinematics, a mouse to help you in a tight area, and the creation of your own "evil" twin!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	SUPER CD	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	12	ACTION	100%

PRINCE OF PERSIA



NEO-Geo

EGM EXCLUSIVE!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-Geo	MODERATE	4TH QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	102 MEG	8	FIGHTING	60%

ART OF FIGHTING

Ryo Sakazaki



Ryo is determined to put an end to Mr. Big and rescue Yuri before it is too late!



Ryo has a fireball attack and a fierce uppercut.



Robert Garcia



Robert Garcia is an experienced fighter and has pledged his life to help Ryo.



Robert has the same powerful attacks as Ryo.

SYNERGY IS LETHAL!

Mr. Big, a very mean dude, has just kidnapped Yuri. Only Ryo Sakazaki and Robert Garcia have the ability to rescue her from Mr. Big's nasty clutches.

While sporting the usual fighting plot and beat-em-up goals, Art of Fighting employs a "zoom in/zoom out" feature that brings you much closer to the action!

To win you must fight your way through eight incredibly challenging matches and face the final boss to rescue Yuri.

You can also challenge a friend. Select from eight warriors and see who masters the Art of Fighting.

Test your skill in the Bonus Stages!

In the first round, your fighter must break a block of ice in two with one fell swoop! For an added challenge, the second bonus round has you slicing the necks off five beer bottles. In the third, you must repeatedly damage a target for a short time.



B
O
N
U
S
1



B
O
N
U
S
2



B
O
N
U
S
3

Awesome Scaling Effects!



Intense combat is usually seen at a full-screen far away distance, but...



...move closer and the scene zooms in for a better look. It's totally cool!

Ryuhaku Todo

Todo is your first opponent in the Karuta area. His mighty Samurai Sword can slice the toughest fighter in two! His powerful swipes make up for rather slow movements. After defeating Todo, he will give you the whereabouts of Jack Turner.



Jack Turner

Jack Turner is well-known at Mac's Bar for his powerful blows and surprisingly quick special attacks! His most devastating move is a double hop followed by a flaming fist in the kissers! He can be a real pain, but if you attack from long range, you can finish him off!



Lee

Lee is a quick character that has a brutal special attack! He wields a pair of claws that can gouge your eyes out! For his special move, Lee spins himself at dizzying speeds and repeatedly slashes at you with his claws. If you win, Lee will tell you about King.



King may look like a

King

male at first, but he is actually a highly trained she! King is the bouncer for the L' Amor dance club, and she can bounce you off the floor! She has a kick that releases a fireball and an upward kick that can knock you flat on your back!

Micky Rogers

Micky Rogers is a fighter from the city's worst neighborhoods. He has no kick attacks but his punches more than make up for that. He has a special move that fires a projectile to smack you across the screen! He will lead you to John Crawley.



John

John Crawley

Crawley is a dedicated military man that has pledged to help Mr. Big with his operation. He is extremely strong and agile with powerful special attacks. He can launch a blistering fireball that is fast and flips in the air rapidly!

Take on Mr. Big in the final battle . . . or is it?



Mr. Big is a real challenge! He uses deadly techniques with his nunchakus! What is the secret behind him? You must defeat him!





CRIME CLEAR



HE'S BACK!

The Caped Crusader leaps off the silver screen and into Sega's Game Gear with *Batman Returns*! This time, Batman takes on The Penguin through five levels of criminals and



sinister bosses! With your trusty boomerang and ropes for climbing, try to halt The Penguin's evil plans before he stops you! You can select three powers and ranges for the boomerang: long, normal and powerful. The shorter the range the more power it possesses. Collect power-ups and other accessories. Throwing your boomerang at the symbol or the flying bat on the screen will



reveal an item. If things get too tough, there is also a Special option that destroys all bad guys on the screen (except Bosses). Come back to portable fun with *Batman Returns*!



STAGE 1

BOSS

This first boss has a serious drinking problem: he guzzles gas and breathes fire three ways!

ROUTE 1



ROUTE 2



STAGE 2

BOSS

CATWOMAN:

She leaps across the screen with lightning attacks! Watch for her acrobatics and devastating bullwhip!

ROUTE 1



ROUTE 2



STAGE 3

ROBOT:

Holy size, Batman, this guy is big! This metal monac charges you and throws humungous boulders...

BOSS

ROUTE 1



ROUTE 2



STAGE 4

BOSS

THE RETURN OF CATWOMAN:

She's back and deadlier than before! In addition to her usual weapons, this time she throws objects from above!

ROUTE 1



ROUTE 2



STAGE 5

FINAL STAGE

This is it! The last stage of the game where you must fight The Penguin!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAMEGEAR	EASY	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	5	ACTION	90%



BATMAN™ RETURNS

Lemmings™

What are lemmings?

lem-mings ('lem-ingz): adorable, yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways and drowning by the thousands in small pools of water. Without your help, they have no chance for survival.

THE GREAT MIGRATION!

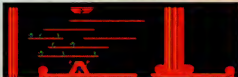
Many of you have played the computer version of this classic video game, but now hand held gamers can test their problem solving skills as well! The Lemmings are a band of roving, fuzzy creatures who are so loyal, they will blindly follow their leader anywhere, even to their demise! You are their only hope for staying alive. As with all great leaders, you will sometimes have to make the hard decision as to who will sacrifice his life so that the greater community can continue their fateful migration through the dangerous underground labyrinths.

Assigning labor is the key to safe passage. There are many jobs to be done by the little Lemmings, including digging, climbing, building, falling (with an umbrella), and swimming. Some Lemmings will be called on to block others from danger and in so doing will have to be blown up to finish the stage.

The graphics are truly incredible! It's obvious that Lemmings was carefully crafted for the Game Gear and not just thrown onto the cart. The game play is easy to control (once you figure out the puzzle), and best of all, you can take it with you on the road!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	30	ACTION	95%

Welcome to the uneven platform stage (right), where you must sacrifice the lives of several selfless little Lemmings so that the real can keep on trucking!



As you can see, this stage (above) looks a lot like Hades itself! Two lemmings must explode to win!



Above is the crystal mine stage. You will have to do a lot of digging to move on!



In the column room (above), you will not only have to dig through the floor but you will also have to climb the brick platform to the door!





GAME GEAR

STREETS OF RAGE



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5	ACTION	40%



Try not to pay attention to the awesome city view, or a goon will smack you!



Blaze executes a leg toss, one of the many offensive moves in his arsenal.

DEFENDERS OF JUSTICE

AXEL STONE



POWER	A
JUMP	A
SPEED	B

BLAZE FIELDING



POWER	B
JUMP	A
SPEED	A

RECLAIM THE CITY!

Gang violence is running rampant in the metropolis. They've taken over the city streets, merchant ships, factories, and office buildings. Now, it's up to two ex-cops to take back what the citizens have lost!

Use the fighting skills you've gained from your martial arts training against the gang members and fight your way to the leader of this reign of terror, the Big Boss himself! Great graphics, cool music and excellent game play enhance this all-new portable powerhouse!

Black Bass

Lure Fishing

GAMEBOY

SEVERAL SPECIES

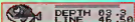


The "reel" fun begins in this 3-D space where you try to pull them in.

STATUS REPORT



STRONG



RESTING



WEAK



GIVE UP

When reeling in the big one, be aware of your line tension and the fish's strength.

GONE FISHIN'

Grab your tackle box, your favorite reel, and put on the answering machine, because it's time for a day of tournament fishing!

At the start of the competition, everyone will be fishing in Clear Lake. In order to progress to the higher classes, you have to build a substantial Black Bass weight average, (easier said than done) because all of the other fish don't count towards your standing. As you proceed in the tournament, you'll be allowed to fish in Storm Lake and use a larger variety of lures, so try out some new fishing techniques. Go ahead and be creative, it can't hurt!

This cart packs a lot of realism for fishing fans. As you learn the lake, your chances of winning the tournament will totally increase. Do not be afraid to try the different lures in the many hot fishing spots around the lake in order to find out what works best for you. If you are ready for a kinder and gentler video sport this summer, then grab your portable and get your bass out of here!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HOT-B	GAMEBOY	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	95%



GAMEBOY

JOE & MAC



JOE ON THE GO!

How unfortunate! It just so happens that Mac is away on a trip to hunt dinosaurs when suddenly those Neanderthal nerds have come and stolen all of the cave women! Joe will have to go it alone this time without his pal, Mac, and do some hunting of his own.

Can he do it? Joe must save the cave women by using his trusty stone axe, speedy boomerang, awesome arrowheads and the rolling wheel. While Joe rushes through multiple levels of dangerous jungles, cliffs and dinosaur graveyards, he will be able to collect these weapons along the way. It will be a tough job, because the nerds have called on the help of pterodactyls, baby dinosaurs and man eating plants to stack the odds in their favor!

WEAPONS OF CHOICE

Boomerang

Fireball

Arrowhead

Wheel

UNUSABLE BUSTIES!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	GAMEBOY	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	5	ACTION	70%

LAST LEVEL!



YOUR MISSION:

Save the Cave Babes from the Neanderthal Nerds!



GET THE COMPLETE PICTURE:

TURN TO THE ONLY SOURCE OF ELECTRONIC ENTERTAINMENT THAT CONTINUES THE COVERAGE WHERE THE OTHER MAGAZINES STOP

Serious gamers need a serious magazine like **ELECTRONIC GAMES!**

No one beats Electronic Games' coverage of every platform from portables to coin-ops. **ELECTRONIC GAMES'** critics rely on years of playing experience and hands-on game design credentials to analyze the latest cartridges and disks and put them in the right perspective.

ELECTRONIC GAMES has all the headlines, new releases, plus much, much more! Every issue is packed with inside stories and insights that take you to new realms of electronic gaming! It's the only place you'll find entertainment superstars and industry insiders sharing their unique viewpoints while delivering the news and reviews that tell it like it is!



SUBSCRIBE TO ELECTRONIC GAMES



ACT NOW!
Introductory
Subscription
Only
\$23.95!

I WANT TO GET THE MOST OUT OF GAMING - START MY SUBSCRIPTION TO EG TODAY!

Get 12 Full Color Issues of EG For Only \$23.95! Send Payment To: EG, P.O. Box 7311, Red Oak, IA 51591-2311

Name _____
Address _____
City _____
State _____ ZIP _____
 Payment Enclosed Bill Me
Credit Card Orders: _____
VISA _____ MC _____
Card No. _____
Exp. Date _____
Signature _____

For Foster Service, Call Toll-Free:

1-800-444-3334

Make check or money order payable to Dealer Publications, Inc. Canada and Mexico add \$10.00. All other foreign add \$20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. American Express money orders, Citibank money orders, or any other type of check or money order that would go through a U.S. branch bank. Please allow 6-8 weeks for your first issue.

**SAVE OVER 50% OFF
THE NEWSSTAND
PRICE!**

The Atari LYNX will m

Power Light

Lets you know brain stimulation is in progress.

Power On/Off

Think of it as a "power-up" switch for your brain.

Full Color Hi-Res Screen

16 colors on screen from an available palette of 4,096. The largest color portable screen to feed the largest brains. Recessed for better viewing and protection.

Control Pad

The advanced Lynx joystick controller provides accurate, 8-way game interaction. Thumb-tested for combat and style.

Backlight On/Off

To conserve batteries when the game is paused. This turns the screen off and keeps the game alive.

Headphone Jack

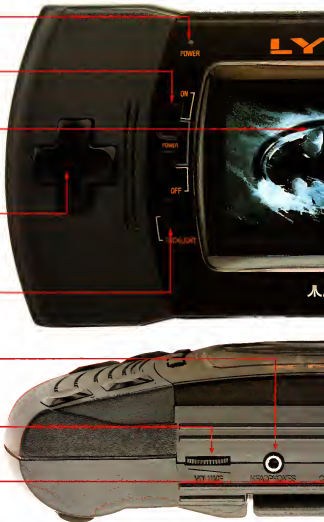
Lets you crank the stereo sound of the Lynx without anyone else hearing. (No headphones? Steal your brother's.)

Volume Control

Allows you to vibrate your brain with stereo sound.

ComLynx Jack

Bang brains with up to seven other Lynx players through the ComLynx Cable.



ake your brain sweat.



Option 1

Activates special brain game simulation features.

Pause

Stops the action while you take a break. (You've got to eat and sleep, don't you?)

Option 2

An action button. When used with the pause button, flips the screen from right-to-left-handed play and vice versa.

B & B Buttons

These buttons control the on screen action. For all the firing, jumping, throwing, kicking and punching you need to do.

Power Jack

Hooks into any wall outlet with the AC adapter. Save money on batteries so you can buy more games.

Brightness Control

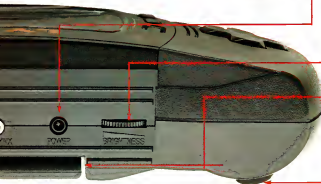
Push your eyes to the back of your skull. Change the brightness for day or night play.

Game Cartridge

Choose from more than 45 brain games. (Insert fun here.)

Rubber Hand Grips

Your brain may be sweating but you'll never lose your grip.





Make a goal line stand, but make sure to pick your defense very carefully!



Use the clipboard options menu to select offensive, defensive and specialty plays.

GRIDIRON MADNESS!

If you have been looking for a great football title that can be played on the go, NFL Football for the Lynx is just the ticket. Everything that you would expect from a fantastic sports cart is here, right in the palm of your hand!

Slick game play along with great graphics, extensive options, real NFL teams and a big overall fun factor make this game a great buy for your Lynx.

Choose from an entire roster of both AFC and NFC teams to compete in no-holds-barred pigskin debauchery! Pick your plays from patterns which are challenging and very effective. Call a timeout to calculate your next move, or attempt a field goal with the press of a button.

The graphics will blow you away with an abundance of scaling that pulls you into the action. Put on your cleats and kickoff to gaming fun with NFL Football!

NFL FOOTBALL



Use the gauge at the top of the screen when lining up for the extra point.



When the football is passed or kicked, it scales up at you for added realism.



The multi-function display screen shows the downs, time remaining and score.

DIFFERENT PLAYS AND FORMATIONS

DEFENSIVE OFFENSIVE



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	SPORTS	100%

Switchblade II

CLASSIFIED INFORMATION

Welcome, Operative Hiro. You have been selected for a mission of utmost importance! An enemy force has taken hold of one of our territories and is preparing for war on our western front. Your mission is to enter the danger zone and eradicate the enemies. Your field support will be minimal, as we cannot spare any manpower. We will supply you with a switchblade sword and a plasma cannon. All other weapons will be found in the field.

For the sake of national security, you must not fail. Additional information regarding your mission follows. We are counting on you to complete this operation!



Be cautious! The enemy has developed many defenses to impede your progress!



Satellite photographs show that an enormously large tank is stationed near the entrance to area two. Our technicians have discovered one way to defeat this menace with minimal damage: fire to the right while jumping forward over the missiles.



You must invade the enemy stronghold. Laser cannons, spikes and mutants will attempt to hinder you. Sabotage their computer systems and get out! You will take a lot of damage if you are not careful. Acquire weapons at the shop for a better chance of survival.



Intelligence reports that the wilderness outpost has a number of powerful weapons to be used, along with a series of deadly traps. Here you'll find the entrance to the enemy's lair.



If you can destroy this base, the enemy offensive will be drastically hindered.

FORWARD CONTACT



Subject's Name: The Shop Keeper
Subject's Age: Unknown

This female is one of our agents under deep cover in the enemy territory. She will sell you special items in her shop. Be advised that you will need many credits to buy everything you need. Expensive as things are, you can't afford to be without these power-ups. They are vital to a triumphant mission.



Save your credits for purchasing many items in this shop. It comes in handy!

These are all the details we can spare. You have no time to lose, so depart for your mission immediately. Only by your success and victory will our nation be free of this insidious threat. Please dispose of this file in an appropriate manner. You are dismissed to your duties.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	18	ACTION	100%

U.S. NATIONAL VIDEO GAME TEAM'S
SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

AXELAY



NO TURNING BACK!!

The Illis system has been invaded by a horrible race of bio-mechanoids and is in grave danger of being totally wiped out. After months of intense warfare, the system defense forces are completely gone. The only hope is an experimental star ship known as Axelay. This ship is lightning fast

and the most maneuverable ship in the galaxy. A lone starfighter must pilot this ship through the harsh environments of the Illis system and destroy the oncoming armada. The following four pages is part two of the ultimate strategy guide designed to help you win faster and score higher. Use the maps and tips we've provided to get through the tough spots in the game. We'll tell you the best ways to beat the bosses and which weapons are the hottest in each situation. Remember, though, the best way to master a game this intense is by practicing!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	SHOOTER	95%

LEVEL FOUR



BOSS FOUR

When you first enter the area that the boss is in, it will shake the screen and large rocks will fall from the ceiling. Stay towards the bottom and use the Round Vulcan to shoot the rocks above. Use the Explosive Bombs to cause the most damage to the boss. Stay above it and shoot the giant wasps that it sends after you and continue bombing the boss in the eye. The boss will shoot out purple electric beams that will change your weapons randomly. Be careful that you are not touched, or you may be vulnerable to attack and die. If you can't bomb, just shoot the boss in the red eye.



LEVEL FOUR

1. Round Vulcan works best in the first part of this level. There are many enemy pods on the ceiling and bottom of this huge cave. Shoot the pods to stop them from replicating.
2. These pods have mutant barnacles in them that are released when you fly by. Don't get too close or you'll be crushed. If you shoot the pod, amoebas will come out and cling to your ship, causing it to sink. Just shake your ship quickly to get rid of them.
3. If you destroy these Jellyfish, they

will explode into many shots. It is best just to avoid them if you are too close.

4. This section is full of giant cave snakes and swarms of deadly bugs. If you shoot the swarms, they will fire twice as many shots at you. Just try to avoid the shots to survive.

5. If you fly near these ledges the spiked ball will explode and the spikes will hunt for your ship. Destroy the ball before it explodes.

6. The cave will split here; read the next two tips to choose your path.
7. If you happen to have the Round

Vulcan, then go through the top passage. Don't even bother if weak.

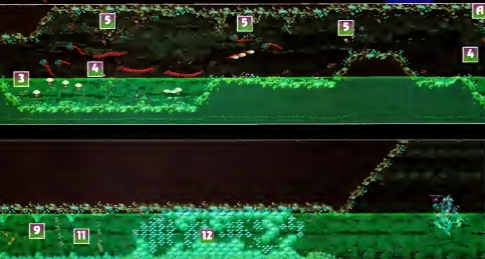
8. If you've lost your best weapons, the bottom passage is a lot easier to pass through. Defensive maneuvering is the best way to survive.

9. The gel on the ceiling will stretch out and try to crush you.

10. These fish head straight for your ship; just dodge them.

11. These creatures hurl rocks at you and are very hard to destroy.

12. Blow through the rocks and watch out for "friendly" amoebas.





LEVEL FIVE

1. Giant lava worms will leap at you. Be sure to stay out of the way. You can go under the worm as it dives, just avoid the area directly in front of the creature as it returns to the lava.

2. Do not fly over the ground installations or you will be fried. Stay as far from the fire as you can.

3. Go all the way to the top and use your Round Vulcan to fire behind you. You will be untouchable and can easily finish them off.

4. These giant fire dragons break out of the structure at certain points. Shoot one in the head and it's body will explode into many pieces. Relax, the pieces won't hurt you.

5. Shoot these satellites as soon as they appear. If you're not fast, they will explode into 8-way lasers.

6. The rock climbing enemies will fire homing missiles at you. You can get rid of the missiles and enemies with the Needle Cracker.

7. When you first get to this point, stay to the back because large flares will erupt in front.

8. After the first flare erupts, get into the center of the screen. The next few flares will erupt in front of and behind you. You should be safe in the middle, though.

9. If you make it past this island you'll meet the fifth boss. A group of rock climbers will launch homing missiles at you. Use the Needle Cracker and blow them away!



BOSS FIVE

Out of the swirling lake of lava emerges this titanic rock monster. He will attack you in a number of ways. He can breathe fire and toast your ship, or he'll slam his hands into the lava and splash you into oblivion. His weak spot is his chest. Keep firing until you reveal his robotic endoskeleton and blast the green spot that appears. Be careful, he can move his hands at amazing speeds as he spits fireballs. Stay close to the bottom and be patient.



LEVEL SIX



LEVEL SIX - MID BOSS

1. At the beginning of the level, you must fight against a whole armada of these huge battle cruisers. The easiest way to destroy them is to go for the cannon on the underside of the ship first, and then take out the two pods on top.

2. This probe awaits you at the entrance to the fortress. Fly directly above his head and you'll be safe.

3. Make sure you go through the narrow passage first to survive.

4. The walls will close in all around you so be sure to be out in front.

5. In this section, shoot the barriers to make them go down. Once you stop

shooting, they pop back up again.

6. When you go through here, use the Round Vulcan. You can't destroy the pods, but you should be able to shoot your way to safety.

7. These missile launchers can be taken out by your Round Vulcan.

8. The Mid-boss is a real pain in the afterburner. He'll rip chunks out of the wall causing deadly space vacuums. Destroy the two drones that fire lasers first. If you shoot at it enough, you will expose his eye which is his main weak point.

9. These pesky enemies will try to crush you while you avoid the lasers.

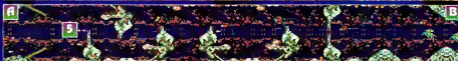
LEVEL SIX -ONE



LEVEL SIX -TWO



LEVEL SIX -THREE



TIME TO FIGHT THE HIDEOUS ALIEN EMPEROR!!!



Finally, you've made it to the end of the enemy fortress! What's this? Some kind of robotic structure is embedded into the walls. The emperor has a lot of nasty tricks up its sleeve. The first thing you'll encounter is a set of rotating rocks that disappear and appear randomly. Your best bet is to follow them in a clockwise or counterclockwise motion and continue shooting at the thing on the wall. You'll blow the first layer of armor off the creature and it will send a whole new bunch of enemies your way. To survive, stay in the upper half of the screen and dodge the shots and homing organisms. Use the Needle Cracker, since it will seek out the boss's weak point. After you destroy the boss' second layer of armor, it sends out a scanner to see what you are. After the scanner goes back, the boss bombards you with acid shots and sends out an armada of Axelay clones. The clones will stop firing only if you do. Stay in the upper left hand corner of the screen as shown. Stay in this spot and use the Needle Cracker to finish off the last layer of the boss's armor. The emperor will then retreat as the fortress starts to explode. You must weave up and down and shoot as you go through the final corridor and destroy the emperor once and for all.



EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

MOVIES

'S' MEN COMING TO THE BIG SCREEN?

Following hot on the heels of Batman's back-to-back success, rumors are flying once again about the potential for a big-screen adaptation of Spiderman, as well as a harsher, more brutal version of Superman.

Fueling the speculation of Spiderman's return is the rumor that Terminator creator James Cameron will be handling the film. Despite the rampant intensity with which this rumor has been passed around, representa-

tives of Cameron's company, Lightstorm, denied any knowledge of the project when contact by Lifestyle editors in late August.

The Superman film, meanwhile, is said to follow a storyline with much darker overtones than the previous four Christopher Reeve films. While no one would confirm the reproduction of such a movie, the prospects of a Superman that kicks butt now and asks questions later could be very cool!

THE TIN MAN RETURNS...

Everyone's favorite mechanized bad boy returns to the rough stuff in Orion's Robocop 3. Having apparently become too big for the suit, Peter Weller turns over the title role to Robert Burke. Robo starts part 3 by quitting the police force and helping bands of desperate citizens defend their homes from the greedy white shirts of OCP. Some new characters help Alex Murphy deal with his Robo-ness, while arming the cop of the future with a varied array of weaponry to take out OCP's forces.



Sylvester Stallone searches for peace in the mountains - NOT!

I'M NOT RAMBO

Sylvester Stallone returns to the action-adventure genre in Carolco's '93 summer blockbuster, Cliffhanger.

As Gabe Walker, Stallone is a mountain expedition leader who snaps. When the badass kidnap his girl, they have the misfortune of doing it in the mountains. Bad move Hars...

ROBOCOP 3

MAGAZINES

COMIC BOOKS' RESIDENT WIZARD...

For those of you who think the American Dream is dead, think again.

Gareb Shamus, publisher and founder of *The Wizard* comics guide, is testimony to the notion that with a little ingenuity and a lot of hard work, dreams do come true. And you don't have to be a Harvard graduate to make it happen.

The magazine made its debut just over a year

ago and is eating up the competition and the rest of the hobby. And the good news is that it's success shows no signs of slowing.

Shamus, 23, and his brother Stephen, 22, began *The Wizard* out of an interest in cards and comic collecting. "I was actually more into cards during school," Shamus

explained, "but there were plenty of sports card publications already on the market.

"I wanted to read about comics, about what's hot and what's not, and about the people behind the books," he said. "So my brother and I raised money by buying and selling sports cards. Then we contacted a business manager and within six months, *The Wizard* was born."

Combining insightful articles, a helpful price guide, and some world-class comic book artwork, *The Wizard* is in a league all its own.



UPDATE

The rumors are true! There is a *Street Fighter 2* movie now being produced in Japan! According to Capcom, negotiations are under way to develop movies and TV shows here in the states as well. But who do you cast as Blanka?



Chun-Li - on location! *Street Fighter 2* is before the cameras!

SIMULATION FUTURE SHOCK...

Over the horizon you picked out the cloud of dust moving quickly across the and land. Communicating with allies on this futuristic front, you engage your lowering mech and pursue at over 100mph! Closing in on the target, you fire cannons, particle beams and lasers, leaving your opponent burning in a twisted heap.



The cockpit of the Mech's provide a realistic environment!

Scenes like this are played out hundreds of times a day. Not on an alien planet - more like downtown Chicago!

BattleTech is a state-of-the-art virtual reality system. It's a computer-generated environment where teams of players try to make scrap metal of each other.

Costing seven bucks for ten minutes of action, the BattleTech universe can cost more than going to the moon. But the payoff is definitely worth the investment, and most people who have half a pulse quickly become hooked.

—Dennis Abrams/EA G2
You wield such power? Did I hear someone say the home version?

AMUSEMENT

While the nation's bout with Batman fever has finally subsided, one of the coolest legions to the movie was Batman The Ride.

The amusement park sensation has become the central attraction at Six Flags' Great America, just outside of Chicago. You ride inside suspended seats, with your legs dangling below!



Batman-The Ride thrills like no other roller coaster before it!

TELEVISION THE FALL PROMISES TO BE HOT...

As the four networks and cable prepare for the upcoming season, EGM readers need to get ready for some of the coolest, kookiest and most creative TV to come along in some time. A greater emphasis is being made on science-fiction and action shows than ever before, with a couple of new networks sprouting in the process.

'STONES REUNION TOUR?

Ever since the Simpsons showed how animation can score big in prime-time, the other nets have been scrambling to get similar shows on the air. While most of the prime-time cartoons of last year were big dogs (except the one that showed promise, Family Dog, still out in the animated ether), that hasn't deterred ABC from reviving their stone-age family and

returning them back to the prime time slot they occupied years ago. Expect a Flintstones movie sometime this fall.

Although NBC is diverting their attention from science fiction, they are offering up KnightRider 2010, in which the super-powered auto KITT gets a woman's voice and some cool options. Also expected from NBC is a remake of Journey to the Center of the Earth. Journey could become a regular series if we all like it. Judging from these entries, it's probably a good thing for all of us that NBC is steering clear of the science fiction genre.

Fox, living up to their daring ways, will be dishing up two new animated series, including Batman (super cool show with dark overtones) and X-Men. If both shows draw a following Fox says they might move to prime.

HAPPY, HAPPY, JOY, JOY...

The Ren and Stimpy show has already made its return to the airwaves with new programs highlighting the duo's escapades. The first shows have been so-so, but Powdered Toast Man was a riot! Bring back PT and give 'em a sidekick (Yeast Boy?)!

Speaking of Ren and Stimpy, Marvel comics (you know, the guys that launch 150 new books a month) has signed on to bring Ren and Stimpy to the comic book pages!

In Ted Turner's never-ending quest to monopolize cable with 24 hour networks (can't wait for Jane Fonda's 24 hour workout), we get the Cartoon Network. A bit more exciting is the Science Fiction channel, which will play the Twilight Zone, Outer Limits and good and bad flicks! Sounds like fun...

WHAT'S HOT

REN & STIMPY

With all the nose-picking and farting, it's hard not to like 'em!

STAR TREK: TNG

Still the best TV around! But after they find Data's head, will Deep Space Nine pull a from warp to impulse?

ENERGIZER BUNNY

Would someone yank his batteries already!

BATMAN RETURNS

Not a big hit, but scored 150 million anyway. Batman 3 is in the bag.

VIENNA SAUSAGES

Don't like Vienna. Don't like sausage. I love a did. Never, zill.

WHAT'S NOT

INNERVIEW

Following on the heels of a string of movies that had reawakened one of Paramount's most valuable franchises, executives of the movie and television company made plans to take the theatrical success of *Star Trek* and bring it back to television. Although the concept was exciting, both fans and the press were skeptical.

From *People* magazine to *Rolling Stone*, the concept of a new *Enterprise*, a new bridge with a Klingon on board, as well as a bald Captain drew resounding hisses from everyone who labeled themselves as *Star Trek*'s true followers.

Since those reviews hit the *Enterprise*, the show has seen 124 episodes produced (nearly twice the number the original crew flew). The series has become the number one ranked syndicated program and is currently licensed to over 100 countries around the

globe. Among males aged 18-49, it's the number one show on the air, period.

Star Trek: The Next Generation has captured a variety of accolades as well as the hearts of the fans. National conventions raise a heavy demand for *Next Generation* cast appearances and the *Enterprise*'s new crew has become so well liked, a new series to be buoyed by several of the most important characters will hit the airwaves early next year (see side bar).

The *Next Generation* received its highest endorsement during last season's two-part 'Unification' show when Leonard Nimoy, the legendary Vulcan Mr. Spock, guest starred on what became the *Next Generation*'s highest rated episode since the series premier.

Star Trek: The Next Generation has also become a hot spot for guest stars of the highest magnitude. Well-known actors, ranging from *Cheer*'s Kelsey Grammar to *L.A. Law*'s Corbin Bernsen, have

all warped aboard for what have become the show's most exciting hours. Robin Williams, John Goodman and Elliott Gould are all scheduled to beam up during the next year of *Enterprise* voyages, scheduled to begin September 21.

That episode will, as has become a tradition recently, tie up a season-ending cliffhanger from earlier this year.

In the role of Data, Brent Spiner has returned, via an alien portal, to 19th century Earth. He has locat-



Captain Jean-Luc Picard, Captain of the *Galaxy Class Starship, USS Enterprise*





DEEP SPACE NINE

Star Trek Producers Bring a New Series to the Launching Pad

Paramount Pictures plans to launch an hour-long series as a new and expanded companion

place to their successful *Star Trek: The Next Generation*.

Production began in June on twenty episodes. *Deep Space Nine* will premier with a two-hour movie January, 1993, with 26 additional episodes

planned for all subsequent seasons.

Set in the 24th century (the same one occupied by the *Next Generation*), *Deep Space Nine* follows the adventures of a new team of Starfleet officers who take command of a remote alien space station located near a newly discovered wormhole.

The portal is a shortcut through space to an unexplored quadrant of the galaxy. Travellers of all shapes and sizes are drawn to the outpost - a point that has quickly become one of the most strategically valuable locations in the entire universe.

Joining the *Deep Space* cast will be Ro Laren (who had finally found a position replacing Wesley aboard the *Enterprise*) and Chief O'Brien. Expect Picard, Riker, Worf, Data, and the rest of the *Enterprise* crew, as well as old adversaries such as the Cardassians and Romulans to pop in from time to time at this galactic frontier to the unknown.



ed the mysterious Guinan, and a curious Samuel Clemmans has also gotten involved with what could be Data's final mission aboard the *Enterprise*.

Chances are everything will work itself out and Data will return to service with his head (something that was found detached from his body in the middle of an archaeological dig). But as is the constant in the *Star Trek* universe, there will undoubtedly be another adventure with one of the *Enterprise* crew's

old adversaries. Whether it's the cold and calculating Q, the inhuman Borg (who were given a human face during one of last year's best episodes) or the imposing Romulan and Cardassian empires, you can bet that Picard will think his way out of conflicts while standing ready to protect the United Federation of Planets against all threats.

Star Trek: The Next Generation has become the hit that the original could only have dreamed about.

WANT TO BE A GAMING INSIDER?

Read the newsletter that designers, developers, and electronic gaming executives consult when they want sizzling scoops and analysis that does not spare feelings or play favorites.

Each monthly issue is cover-to-cover inside information probing into the how, why and when

of the ever changing, ever growing video game industry and delivering it to your door faster than any newsstand magazine.

Become a Video V.I.P. and get to know what the experts know—when they know it. Join the gaming insiders and subscribe to... Megagaming.

SUBSCRIBE TO MEGAGAMING THE VOICE OF ELECTRONIC GAMES

I WANT TO BE A GAMING INSIDER!

Get 12 issues of Megagaming for only \$16.00! Send payment to:
Megagaming, P.O. Box 7317, Red Oak, IA 51591-0317

Name _____
Address _____
City _____
State _____ ZIP _____
_____ Payment Enclosed
Credit Card Orders:
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____

For Faster Service, Call Toll-Free:

1-800-444-3334

Make check or money order payable to Dealer Publications, Inc. Canada and Mexico add \$16.00. All other foreign add \$46.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. American Express money order. Citibank money order, or any other type of check or money order that would go through a U.S. branch bank. Please allow 6-8 weeks for your first issue.

READ WHAT THE INDUSTRY READS...

- Jerry Wolensenko
Pygnosis
- Art V. Cestaro Jr. & III
Odyssey Software, Inc.
- Garry Kitchen
Absolute Entertainment
- Rob Holmes
Acclaim Entertainment, Inc.
- Neil Swarz
MicroLeague Sports
- Bill Stealy
MicroProse
- Brian Fargo
Interplay Productions
- Daniel A. Sejzer
Villa Crespo Software
- Dave Harding
Camerica Corp.
- Phil Mikkelsen
American Video Entertainment
- Tom Frisina
Three-Sixty Pacific, Inc.
- Al Miller
Accolade
- George Matos
Sculptured Software
- James Chame
Absolute Entertainment
- Sid Meier
MicroProse
- Seth Mendelson
Virgin Games

BE AN INSIDER READ... MEGAGAMING

Free! Free! Free! Free! Free! Free!

*ABSOLUTELY FREE BLOWOUT SALE

Catalogs - Hints - Free Games - Toll Free-Hotline

We Export, Wholesale Wholesale, Big Cash For transactions

Super Star Wars, Super-Sonic Blastman,

Super Double Dragon, Super Battleroads, Batman II

Insane Prices !!

New!

JOIN HIGH VOLTAGE'S EXCLUSIVE BONZO INSANE BUYERS CLUB !!

New!

No Initial Fee, Free Bonzo \$\$\$ with every game you buy,

Save up & Squeeze us out of Free Games! !!

NEO-GEO

Art of Fighting II (16Meg)
Swordman II
Pole-Fury II
Pole-Force
Viewpoint
Wrestle Fest (155Meg)
& More

Super-Nintendo

Cybernator
X-Men
Super Vegas Dream
Twey Toons
Star Trek - Next Generation
Mickey Mouse's Mystical Quest
Death Valley Rally
Madden 93

Genesis

Road Riot 4X4
Dolphin (Incredible)
Steel Talons (Wow)
Sonic II (told ya)
Streets of Rage II (16Meg)
Toe Jam & Earl II
Batman Returns
NHL Hockey 93

All Heavily Discounted

New Mega Drive, PC Engine Cards & CD's In Stock

No Used Game over \$29 (S-NES, Gen, Turbo)

Call us Absolutely Free

1-800-685-GAME -Orders Only

(407) 451-0215 -Information & Tips

(International)

HIGH VOLTAGE

GAMING INC.

8903 Glades Road, Suite 250

Boca Raton, FL 33428

Mailing Address ONLY

Open Mon.-Fri.

11:00A.M.-8:00P.M.

Sat.: 12-5 ■ Sun: 12-5

(Eastern Standard Time)

Immediately Send \$3.50 (P&H)
For Free Price Blowout Catalog
(Refunded with first order)

*Call for Details

We're kicking @\$ and
taking names



SELLING YOUR GAMES IS QUICK AND EASY!!

Call our friendly FUNCO agents at (612) 946-8883 first for current prices. After you call, you'll be asked to do these things:

- Alphabetize the games you wish to sell on this list.
- Indicate whether or not your games have the box or manual.
- Write the number and name of the agent you spoke with.
- Ship your games A.S.A.P. and your list to:

FUNCO, INC.

10120 W. 76th Street, Eden Prairie, MN 55444

GAME BOY™

GAME GEAR

WE PAY YOU		WE PAY YOU		WE PAY YOU	
Aladdin	130	Chiller	143	Satan	326
Amor	10	Code	143	Savage	30
Amor 2	10	Code	143	Shinobi	30
Amor 3	10	Code	143	Shinobi 2	12
Amor 4	10	Code	143	Shinobi 3	30
Amor 5	10	Code	143	Shinobi 4	12
Amor 6	10	Code	143	Shinobi 5	30
Amor 7	10	Code	143	Shinobi 6	12
Amor 8	10	Code	143	Shinobi 7	30
Amor 9	10	Code	143	Shinobi 8	12
Amor 10	10	Code	143	Shinobi 9	30
Amor 11	10	Code	143	Shinobi 10	12
Amor 12	10	Code	143	Shinobi 11	30
Amor 13	10	Code	143	Shinobi 12	12
Amor 14	10	Code	143	Shinobi 13	30
Amor 15	10	Code	143	Shinobi 14	12
Amor 16	10	Code	143	Shinobi 15	30
Amor 17	10	Code	143	Shinobi 16	12
Amor 18	10	Code	143	Shinobi 17	30
Amor 19	10	Code	143	Shinobi 18	12
Amor 20	10	Code	143	Shinobi 19	30
Amor 21	10	Code	143	Shinobi 20	12
Amor 22	10	Code	143	Shinobi 21	30
Amor 23	10	Code	143	Shinobi 22	12
Amor 24	10	Code	143	Shinobi 23	30
Amor 25	10	Code	143	Shinobi 24	12
Amor 26	10	Code	143	Shinobi 25	30
Amor 27	10	Code	143	Shinobi 26	12
Amor 28	10	Code	143	Shinobi 27	30
Amor 29	10	Code	143	Shinobi 28	12
Amor 30	10	Code	143	Shinobi 29	30
Amor 31	10	Code	143	Shinobi 30	12
Amor 32	10	Code	143	Shinobi 31	30
Amor 33	10	Code	143	Shinobi 32	12
Amor 34	10	Code	143	Shinobi 33	30
Amor 35	10	Code	143	Shinobi 34	12
Amor 36	10	Code	143	Shinobi 35	30
Amor 37	10	Code	143	Shinobi 36	12
Amor 38	10	Code	143	Shinobi 37	30
Amor 39	10	Code	143	Shinobi 38	12
Amor 40	10	Code	143	Shinobi 39	30
Amor 41	10	Code	143	Shinobi 40	12
Amor 42	10	Code	143	Shinobi 41	30
Amor 43	10	Code	143	Shinobi 42	12
Amor 44	10	Code	143	Shinobi 43	30
Amor 45	10	Code	143	Shinobi 44	12
Amor 46	10	Code	143	Shinobi 45	30
Amor 47	10	Code	143	Shinobi 46	12
Amor 48	10	Code	143	Shinobi 47	30
Amor 49	10	Code	143	Shinobi 48	12
Amor 50	10	Code	143	Shinobi 49	30
Amor 51	10	Code	143	Shinobi 50	12
Amor 52	10	Code	143	Shinobi 51	30
Amor 53	10	Code	143	Shinobi 52	12
Amor 54	10	Code	143	Shinobi 53	30
Amor 55	10	Code	143	Shinobi 54	12
Amor 56	10	Code	143	Shinobi 55	30
Amor 57	10	Code	143	Shinobi 56	12
Amor 58	10	Code	143	Shinobi 57	30
Amor 59	10	Code	143	Shinobi 58	12
Amor 60	10	Code	143	Shinobi 59	30
Amor 61	10	Code	143	Shinobi 60	12
Amor 62	10	Code	143	Shinobi 61	30
Amor 63	10	Code	143	Shinobi 62	12
Amor 64	10	Code	143	Shinobi 63	30
Amor 65	10	Code	143	Shinobi 64	12
Amor 66	10	Code	143	Shinobi 65	30
Amor 67	10	Code	143	Shinobi 66	12
Amor 68	10	Code	143	Shinobi 67	30
Amor 69	10	Code	143	Shinobi 68	12
Amor 70	10	Code	143	Shinobi 69	30
Amor 71	10	Code	143	Shinobi 70	12
Amor 72	10	Code	143	Shinobi 71	30
Amor 73	10	Code	143	Shinobi 72	12
Amor 74	10	Code	143	Shinobi 73	30
Amor 75	10	Code	143	Shinobi 74	12
Amor 76	10	Code	143	Shinobi 75	30
Amor 77	10	Code	143	Shinobi 76	12
Amor 78	10	Code	143	Shinobi 77	30
Amor 79	10	Code	143	Shinobi 78	12
Amor 80	10	Code	143	Shinobi 79	30
Amor 81	10	Code	143	Shinobi 80	12
Amor 82	10	Code	143	Shinobi 81	30
Amor 83	10	Code	143	Shinobi 82	12
Amor 84	10	Code	143	Shinobi 83	30
Amor 85	10	Code	143	Shinobi 84	12
Amor 86	10	Code	143	Shinobi 85	30
Amor 87	10	Code	143	Shinobi 86	12
Amor 88	10	Code	143	Shinobi 87	30
Amor 89	10	Code	143	Shinobi 88	12
Amor 90	10	Code	143	Shinobi 89	30
Amor 91	10	Code	143	Shinobi 90	12
Amor 92	10	Code	143	Shinobi 91	30
Amor 93	10	Code	143	Shinobi 92	12
Amor 94	10	Code	143	Shinobi 93	30
Amor 95	10	Code	143	Shinobi 94	12
Amor 96	10	Code	143	Shinobi 95	30
Amor 97	10	Code	143	Shinobi 96	12
Amor 98	10	Code	143	Shinobi 97	30
Amor 99	10	Code	143	Shinobi 98	12
Amor 100	10	Code	143	Shinobi 99	30
Amor 101	10	Code	143	Shinobi 100	12
Amor 102	10	Code	143	Shinobi 101	30
Amor 103	10	Code	143	Shinobi 102	12
Amor 104	10	Code	143	Shinobi 103	30
Amor 105	10	Code	143	Shinobi 104	12
Amor 106	10	Code	143	Shinobi 105	30
Amor 107	10	Code	143	Shinobi 106	12
Amor 108	10	Code	143	Shinobi 107	30
Amor 109	10	Code	143	Shinobi 108	12
Amor 110	10	Code	143	Shinobi 109	30
Amor 111	10	Code	143	Shinobi 110	12
Amor 112	10	Code	143	Shinobi 111	30
Amor 113	10	Code	143	Shinobi 112	12
Amor 114	10	Code	143	Shinobi 113	30
Amor 115	10	Code	143	Shinobi 114	12
Amor 116	10	Code	143	Shinobi 115	30
Amor 117	10	Code	143	Shinobi 116	12
Amor 118	10	Code	143	Shinobi 117	30
Amor 119	10	Code	143	Shinobi 118	12
Amor 120	10	Code	143	Shinobi 119	30
Amor 121	10	Code	143	Shinobi 120	12
Amor 122	10	Code	143	Shinobi 121	30
Amor 123	10	Code	143	Shinobi 122	12
Amor 124	10	Code	143	Shinobi 123	30
Amor 125	10	Code	143	Shinobi 124	12
Amor 126	10	Code	143	Shinobi 125	30
Amor 127	10	Code	143	Shinobi 126	12
Amor 128	10	Code	143	Shinobi 127	30
Amor 129	10	Code	143	Shinobi 128	12
Amor 130	10	Code	143	Shinobi 129	30
Amor 131	10	Code	143	Shinobi 130	12
Amor 132	10	Code	143	Shinobi 131	30
Amor 133	10	Code	143	Shinobi 132	12
Amor 134	10	Code	143	Shinobi 133	30
Amor 135	10	Code	143	Shinobi 134	12
Amor 136	10	Code	143	Shinobi 135	30
Amor 137	10	Code	143	Shinobi 136	12
Amor 138	10	Code	143	Shinobi 137	30
Amor 139	10	Code	143	Shinobi 138	12
Amor 140	10	Code	143	Shinobi 139	30
Amor 141	10	Code	143	Shinobi 140	12
Amor 142	10	Code	143	Shinobi 141	30
Amor 143	10	Code	143	Shinobi 142	12
Amor 144	10	Code	143	Shinobi 143	30
Amor 145	10	Code	143	Shinobi 144	12
Amor 146	10	Code	143	Shinobi 145	30
Amor 147	10	Code	143	Shinobi 146	12
Amor 148	10	Code	143	Shinobi 147	30
Amor 149	10	Code	143	Shinobi 148	12
Amor 150	10	Code	143	Shinobi 149	30
Amor 151	10	Code	143	Shinobi 150	12
Amor 152	10	Code	143	Shinobi 151	30
Amor 153	10	Code	143	Shinobi 152	12
Amor 154	10	Code	143	Shinobi 153	30
Amor 155	10	Code	143	Shinobi 154	12
Amor 156	10	Code	143	Shinobi 155	30
Amor 157	10	Code	143	Shinobi 156	12
Amor 158	10	Code	143	Shinobi 157	30
Amor 159	10	Code	143	Shinobi 158	12
Amor 160	10	Code	143	Shinobi 159	30
Amor 161	10	Code	143	Shinobi 160	12
Amor 162	10	Code	143	Shinobi 161	30
Amor 163	10	Code	143	Shinobi 162	12
Amor 164	10	Code	143	Shinobi 163	30
Amor 165	10	Code	143	Shinobi 164	12
Amor 166	10	Code	143	Shinobi 165	30
Amor 167	10	Code	143	Shinobi 166	12
Amor 168	10	Code	143	Shinobi 167	30
Amor 169	10	Code	143	Shinobi 168	12
Amor 170	10	Code	143	Shinobi 169	30
Amor 171	10	Code	143	Shinobi 170	12
Amor 172	10	Code	143	Shinobi 171	30
Amor 173	10	Code	143	Shinobi 172	12
Amor 174	10	Code	143	Shinobi 173	30
Amor 175	10	Code	143	Shinobi 174	12
Amor 176	10	Code	143	Shinobi 175	30
Amor 177	10	Code	143	Shinobi 176	12
Amor 178	10	Code	143	Shinobi 177	30
Amor 179	10	Code	143	Shinobi 178	12
Amor 180	10	Code	143	Shinobi 179	30
Amor 181	10	Code	143	Shinobi 180	12
Amor 182	10	Code	143	Shinobi 181	30
Amor 183	10	Code	143	Shinobi 182	12
Amor 184	10	Code	143	Shinobi 183	30
Amor 185	10	Code	143	Shinobi 184	12
Amor 186	10	Code	143	Shinobi 185	30
Amor 187	10	Code	143	Shinobi 186	12
Amor 188	10	Code	143	Shinobi 187	30
Amor 189	10	Code	143	Shinobi 188	12
Amor 190	10	Code	143	Shinobi 189	30
Amor 191	10	Code	143	Shinobi 190	12
Amor 192	10	Code	143	Shinobi 191	30
Amor 193	10	Code	143	Shinobi 192	12
Amor 194	10	Code	143	Shinobi 193	30
Amor 195	10	Code	143	Shinobi 194	12
Amor 196	10	Code	143	Shinobi 195	30
Amor 197	10	Code	143	Shinobi 196	12
Amor 198	10	Code	143	Shinobi 197	30
Amor 199	10	Code	143	Shinobi 198	12
Amor 200	10	Code	143	Shinobi 199	30
Amor 201	10	Code	143	Shinobi 200	12
Amor 202	10	Code	143	Shinobi 201	30
Amor 203	10	Code	143	Shinobi 202	12
Amor 204	10	Code	143	Shinobi 203	30
Amor 205	10	Code	143	Shinobi 204	12
Amor 206	10	Code	143	Shinobi 205	30
Amor 207	10	Code	143	Shinobi 206	12
Amor 208	10	Code	143	Shinobi 207	30
Amor 209	10	Code	143	Shinobi 208	12
Amor 210	10	Code	143	Shinobi 209	30
Amor 211	10	Code	143	Shinobi 210	12
Amor 212	10	Code	143	Shinobi 211	30
Amor 213	10	Code	143	Shinobi 212	12
Amor 214	10	Code	143	Shinobi 213	30
Amor 215	10	Code</			

BRE SOFTWARE

Credit Card Orders: (209) 432-2684



\$5.00 OFF

For a complete catalog price list and a coupon for \$5.00 OFF your next mail order (print only), send your Name, Complete Address and \$1.00 for postage & handling to:

BRE Software
Dept. OCT
P.O. Box 26151
Fresno, CA 93729

Now Buying Genesis & Super Nintendo Systems!!!

All used Genesis and Super Nintendo Cartridges include original boxes and instructions - Don't settle for less!



Bonus Coupons



\$5.00 Bonus

Receive a **\$5.00 Bonus** when you sell back 2 or more Game Boy or Lynx cartridges. This coupon may be included with your cartridges. Not valid on previous buy backs or with any other offers. No copies accepted. When selling back Game Boy or Lynx cartridges, we only offer store credit and not cash or a check. Limit 1 coupon per package. Cartridges must be received by October 31, 1992.

\$10.00 Bonus

Receive a **\$10.00 Bonus** when you sell back 3 or more Super Nintendo cartridges. This coupon must be included with your cartridges. Not valid on previous buy backs or with any other offers. No copies accepted. Limit 1 coupon per package. Cartridges must be received by October 31, 1992.

\$25.00 Bonus

Receive a **\$25.00 Bonus** when you sell back 10 or more Genesis cartridges or receive a **\$10.00 Bonus** when you sell back 5 Genesis cartridges. This coupon may be included with your cartridges. Not valid on previous buy backs or with any other offers. No copies accepted. Limit 1 coupon per package. Cartridges must be received by October 31, 1992.

YES! - We honor our advertised prices!

Prices in this ad are good thru 10/31/92

Used SEGA GENESIS Cartridges

What We Sell	What We Buy	Genesis	Super Nintendo
800 Attack 24	25.00-25.00	24.00-12.00	41.00-20.00
Adventures in Time	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 2	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 3	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 4	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 5	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 6	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 7	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 8	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 9	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 10	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 11	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 12	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 13	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 14	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 15	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 16	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 17	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 18	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 19	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 20	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 21	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 22	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 23	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 24	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 25	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 26	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 27	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 28	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 29	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 30	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 31	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 32	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 33	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 34	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 35	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 36	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 37	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 38	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 39	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 40	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 41	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 42	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 43	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 44	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 45	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 46	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 47	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 48	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 49	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 50	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 51	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 52	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 53	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 54	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 55	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 56	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 57	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 58	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 59	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 60	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 61	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 62	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 63	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 64	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 65	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 66	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 67	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 68	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 69	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 70	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 71	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 72	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 73	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 74	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 75	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 76	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 77	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 78	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 79	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 80	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 81	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 82	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 83	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 84	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 85	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 86	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 87	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 88	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 89	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 90	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 91	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 92	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 93	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 94	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 95	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 96	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 97	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 98	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 99	25.00-25.00	24.00-12.00	41.00-20.00
Aladdin 100	25.00-25.00	24.00-12.00	41.00-20.00

Game Gear

What We Sell	What We Buy
800 Attack 24	25.00-25.00
Adventures in Time	25.00-25.00
Aladdin	25.00-25.00
Aladdin 2	25.00-25.00
Aladdin 3	25.00-25.00
Aladdin 4	25.00-25.00
Aladdin 5	25.00-25.00
Aladdin 6	25.00-25.00
Aladdin 7	25.00-25.00
Aladdin 8	25.00-25.00
Aladdin 9	25.00-25.00
Aladdin 10	25.00-25.00
Aladdin 11	25.00-25.00
Aladdin 12	25.00-25.00
Aladdin 13	25.00-25.00
Aladdin 14	25.00-25.00
Aladdin 15	25.00-25.00
Aladdin 16	25.00-25.00
Aladdin 17	25.00-25.00
Aladdin 18	25.00-25.00
Aladdin 19	25.00-25.00
Aladdin 20	25.00-25.00
Aladdin 21	25.00-25.00
Aladdin 22	25.00-25.00
Aladdin 23	25.00-25.00
Aladdin 24	25.00-25.00
Aladdin 25	25.00-25.00
Aladdin 26	25.00-25.00
Aladdin 27	25.00-25.00
Aladdin 28	25.00-25.00
Aladdin 29	25.00-25.00
Aladdin 30	25.00-25.00
Aladdin 31	25.00-25.00
Aladdin 32	25.00-25.00
Aladdin 33	25.00-25.00
Aladdin 34	25.00-25.00
Aladdin 35	25.00-25.00
Aladdin 36	25.00-25.00
Aladdin 37	25.00-25.00
Aladdin 38	25.00-25.00
Aladdin 39	25.00-25.00
Aladdin 40	25.00-25.00
Aladdin 41	25.00-25.00
Aladdin 42	25.00-25.00
Aladdin 43	25.00-25.00
Aladdin 44	25.00-25.00
Aladdin 45	25.00-25.00
Aladdin 46	25.00-25.00
Aladdin 47	25.00-25.00
Aladdin 48	25.00-25.00
Aladdin 49	25.00-25.00
Aladdin 50	25.00-25.00
Aladdin 51	25.00-25.00
Aladdin 52	25.00-25.00
Aladdin 53	25.00-25.00
Aladdin 54	25.00-25.00
Aladdin 55	25.00-25.00
Aladdin 56	25.00-25.00
Aladdin 57	25.00-25.00
Aladdin 58	25.00-25.00
Aladdin 59	25.00-25.00
Aladdin 60	25.00-25.00
Aladdin 61	25.00-25.00
Aladdin 62	25.00-25.00
Aladdin 63	25.00-25.00
Aladdin 64	25.00-25.00
Aladdin 65	25.00-25.00
Aladdin 66	25.00-25.00
Aladdin 67	25.00-25.00
Aladdin 68	25.00-25.00
Aladdin 69	25.00-25.00
Aladdin 70	25.00-25.00
Aladdin 71	25.00-25.00
Aladdin 72	25.00-25.00
Aladdin 73	25.00-25.00
Aladdin 74	25.00-25.00
Aladdin 75	25.00-25.00
Aladdin 76	25.00-25.00
Aladdin 77	25.00-25.00
Aladdin 78	25.00-25.00
Aladdin 79	25.00-25.00
Aladdin 80	25.00-25.00
Aladdin 81	25.00-25.00
Aladdin 82	25.00-25.00
Aladdin 83	25.00-25.00
Aladdin 84	25.00-25.00
Aladdin 85	25.00-25.00
Aladdin 86	25.00-25.00
Aladdin 87	25.00-25.00
Aladdin 88	25.00-25.00
Aladdin 89	25.00-25.00
Aladdin 90	25.00-25.00
Aladdin 91	25.00-25.00
Aladdin 92	25.00-25.00
Aladdin 93	25.00-25.00
Aladdin 94	25.00-25.00
Aladdin 95	25.00-25.00
Aladdin 96	25.00-25.00
Aladdin 97	25.00-25.00
Aladdin 98	25.00-25.00
Aladdin 99	25.00-25.00
Aladdin 100	25.00-25.00

To sell your cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges with the buy back prices you are selling.
2. If you would like to purchase cartridges with the money/credit received, list the titles you would like to order on the same piece of paper.
3. Pack your cartridges, all paperwork and bonus coupons in a box. Send the box to the address below. We require to include the 'Dept #' on the outside of your package.
4. Your check/credit slip will normally be mailed within 2-3 working days of receiving your cartridges.

To buy cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges you would like to order. To speed processing of

**VIDEO GAMES FROM JAPAN
INFO HOT LINE • 1-416-593-9642
ORDERS ONLY • 1-416-593-0951**

Canada No. 1 video game dealer: 3000 selections - both Japanese & American. We import genuine arcade IC boards from Japan for the 32 bit SUPER GEM machines, over 200 boards to choose from e.g. STREET FIGHTER, GENSLER, GENESIS, BLUNT DRAGON, LIGHTNING, AXELAY, GUN FORCE, ASRO FIGHTER, SAM STREET, ETC.

GENESIS/MEGA DRIVE

The Outlaw
Super Monaco 98
Worst of Times I
Super Striker I
Phantasy Star 4
MazeWalker I
Wing Commander
Tetris 100
Thunder Force IV
After Burner II MCD
Buster Smash
SportsHouse II
World Trophy Soccer
Wondering MCD
Cobra Cafe
Cocosh
Kurokubi

GAMI GEAR

Cut Gun Garage
Bardonia 98
Double Dragon
Knock Out Boxing

YAMAGUCHI/PC ENGINE

Superstar II 3CD
New Adventure Island
Cruiser Tanker 3 3CD
Maverick Master 3CD
Gods 3CD
Double Dragon II 3CD
Kawakami 3CD
Zeta II 3CD
Box II
Dragon Knight II 3CD

APOLLO JOYSTICK

8 buttons, 8 axes, 3rd joystick to play Street Fighter II Champion Edition, also works on Super Gun, Super Neo, Genesis, F.C., Engine and Neo Geo Systems

FOR MORE INFORMATION CALL :

1-416-577-9517

Credit cards or C.O.D. welcome. Send money orders to:

**VIDEO GAMES FROM JAPAN
P.O. BOX 493 ADELPHI POSTAL STATION
34 ADELAIDE ST. E. TORONTO, ONTARIO, CANADA M5C 3M 2M**

CIRCLE #135 ON READER SERVICE CARD

GAME FAN NEWS

Games Fan News is for people who like to talk and read video games. 8-bit. 16-bit. handheld we talk about it all.

GAME FAN COLUMNS INCLUDE..

*Hot picks of the month

*Free speech feed back.

*Accessory talk and more.

While game fan is no EGM (but what is) it is only 5 bucks (not bad its's a deal)

**SUBSCRIBE TODAY
ONLY \$5.00**

send cash-check or money order to
**STROMAN PUBLICATIONS
P.O.Box 206377
Chicago, IL 60620-8377**

CIRCLE #129 ON READER SERVICE CARD

JAPAN VIDEO GAMES

Your No. 1 Source of Domestic & Import Video Game Store

Buy/Sell Used Games and Systems

Call For the Latest Releases At the Best Price !!

Free UPS Ground Shipping

(2 Game Limit, Exp. 10/31/92)

Super Famicom

Axelay
Double Dragon
Gun Force
Sky Mission

S-Nes

Hook
NBA All Stars
Axelay
Simpsons

Neo-Geo

Andro Duros
View Point
World of Hero
King of Monster 2

Genesis

Allen 3
Street of Rage 2
Super High Impact
Smash TV

PC Engine-CD

Rama 1/2 (3CD)
Zerowing
Cosmic-Fantasy 3
Slime World

**MEGA DR.
&
PC ENGINE
GAMES
\$30 OR
UNDER**

**SPECIAL OF
THE MONTH
NEO-Geo GOLD
SYSTEM
\$499**

*** Dealers & Wholesalers Welcome ***

*** For Incredible Saving & Service Call ***

Tel:(818) 281-9282, 281-9376, Fax:(818) 451-5839

710 W. LAS TUNAS, UNIT 1, SAN GABRIEL, CA 91776

CREDIT CARD & C.O.D. ORDERS WELCOME, PLEASE WRITE FOR FREE CATALOG

CIRCLE #199 ON READER SERVICE CARD



RGB GAME CABLES

\$18.00 - \$54.00
+ shipping & handling

SEGA
16 BIT
ATARI
← 2 →
AMIGA
APPLE
SONY
CUSTOM
NEO-GEO

EUROPEAN SCART-21

S-VHS • CD • CDI



For The Dealer Nearest You!

WEST COAST
206-882-2009

EAST COAST
615-478-5760



THE WIRE CABLE COMPANY



The Total Game Experience!

Video Games & Systems
Buy / Sell
New/Used/Imports

(213) 724-5733

Latest Releases/Lowest Prices
Great Service/Huge Selection

SNES - Genesis
Mega Drive - CD
Super Famicom - NeoGeo

Free UPS Ground Shipping
Anywhere in Continental U.S.
(No subs, 2 game limit)

Call For The
Latest Releases

Visit Our Store at
2327 S. Garfield
Monterey Park, CA 91754
Mon-Sat 10am to 9pm
Sun 11am to 7pm
2 Blocks N. of 60 Fwy
FAX (213) 724-5799



C.O.D. & Credit Card Orders Welcome

Video Games Unlimited

Call Us For Guaranteed
Lowest Prices

• SUPER NES/SUPER FAMICOM

STREET FIGHTER 2
PRINCE OF PERSIA
MARCUS
TURTLES 4
THE OODGE BALL
LE STRAIN FOOTBALL
SUPER VANS
HOCKEY
MIRANA 1/2
FINAL FANTASY 3
MARIO FANT
RING OF THE MONSTERS
P-HALAN
SUPER DOUBLE DRAGON
AREALY
DUNGEON MASTER
CAPCOM 1 NFL FOOTBALL
COMPARIS
SUPER SEALING
GOLDEN FIGHTER
MIRUMUM
FATAL FURY
FINAL FIGHT GUY
SUPER MEGA MAN
SUPER AIR HORN
SUPERMAN
DART'S NIGHTMARE
SHIMMY HE TURN OF THE JOKES
SHIMMY RETURN
GUN FORCE
MAGIC SWORD
MICH BASKETBALL
OUT OF THIS WORLD
ROCK COP 3
SUPER BATTLE YONKS
SUPER STAR WARS
X-MEN
DUNN 1/2 (2) MEGG
SUPER PLAY ACTION FOOTBALL

• GENESIS/MEGA DRIVE

SHANDER FORCE 4
SPARTO SHOUZE 2
PHANTOM 1/2 4
SUPER SHINOB
SUPER MACHICO GP 2
AT THE BURNER 3 (CD)
MONSTERHOOD (CD)
NINJA GARDEN 4
WARRIOR
MC KEES 3 (ALDOR GLADIATOR)
CHUCK ROCK
THUNDER STORM (CD)
SAGE ROBERT'S
TERRARIAN
TAXIMAN
ALLEN 3
SUPER HIGH IMPACT FOOTBALL
STREET OF RAGE 2
SLANDER (CD)
SHINER CAPTAIN TENNIS
GREEN DOGS SUPER DRUGS
SONIC 2
BATTMAN BILLING
CHAMAN THE FOREVERMAN
COOL WORLD
CAPTAIN AMERICA

• TURBO-GRAFX/PC ENGINE

CYBERBORG
MARCUS
SQUADER BRUCE
SUPER CD CARD
DUNGEON MASTER (CD)
LE STRAIN
COMAK FANTASY 2 (CD)
COMAK FANTASY 3 (CD)
DUNGEON MASTER 2
MIRANA 1/2 (CD)
DUNGEON MASTER (CD)
SHATTO (CD)

• NEO-GEO

YEAR FORTY
ANDRO DUNCE
MAGICAL STARS 2
FATAL FURY
BASEBALL 2020
ART OF FIGHTING (120METS)
CROSS BANGS
FOOTBALL FRENZY
RING OF MONSTERS 2
LAST RESORT
NINJA COMPARIS
SONIC 2
WORLD HEROES

• LYNE

STEEL TALKING
KUNG FOOO
LENA CANAD
HOCKEY
HEDRA
BASKETBALL
SHADOW OF THE BEAST
PE FIGHTER
ROLLING THUNDER

• SYSTEMS-ACCESSORIES

SUPER NES
GENESIS
PC ENGINE
TURBO DUG
NEO-GEO
MEGA CD
SEGA CD
SUPER NES CD
LINK
GAME GEAR
GAMIBOY
CAPCOM FIGHTER STICK
ASSIGNED CONTROLS
SUPER SCORER
MANAGER

**WE BUY
SELL &
TRADE**

IF YOU DON'T SEE IT...CALL

(919)233-9997

We gladly accept Visa, Mastercard,
AMEX, and Discover
C.O.D.'s Welcome

FAX: (919) 233-1007

U.S. NATIONAL VIDEO GAME TEAMS INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES Effective September, 1992

Game of the Month High Scores!!

This Month's Game...

MONSTER IN MY POCKET

1. JAMES REBYES JR.

- Andrew Roper 9769
- Daniel Stevens 9543
- Chris Webber 9387
- Steve Drees 9109



Send Scores For...

BUCKY O'HARE

All entries by NOV. 15.

WIN BIG WITH EGM!!

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts. Each month, the top score on our Game of the Month will be awarded a Team Jacket and a card of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

ARCADE
SNES
NINTENDO

Game	Score
Adrian's Family	1,834,200
Adventure Island 2	272,040
Batman	6,802,500
Battletoads	999,999
Castlevania	995,590
Double Dragon 2	5,289,999
Dr. Mario	1,826,600
Godlike	11,111,210
8 Eyes	18,172,458
Iron Second	1,314,416
Marble Madness	147,510
Paperboy	191,300
Rampage	42,999,983
Road Blasters	995,299
Rubicon	112,881
Seaman	12,012,210
Super Mario Bros. 3	9,999,990
Tarix	995,380
T.M.N.T. 3	934,698

Game	Score
Act Raiser	99,990
Centra 3	9,999,999
Final Fight	2,732,242
PS Figher	1,777,510
Super Adventure Island	494,100
Super Mario World	9,999,899
Super R-Type	9,999,900
Super Smash T.V.	57,887,125

Game	Score
1943	2,547,386
After Burner	68,588,000
ATF	1,882,324
Glenn (PW)	80,225,000
Double Dragon	146,800
Hard Driver*	525,800
Kiss	3,255,000
Out Run	68,056,370
Street Fighter II	Finished
Super Contra	10,646,310

Player
Stephen Krognan
Edouard Charbonvax
Jeff Anonimay
Jason Kilgier
Jeff Adams
Edouard Charbonvax
Richard Seather
David Wright
Kelly McKenry
Jeff Adams
Jason Tarka
Graen Stockwell
Stephen Krognan
Ralph Berlingo
Jason Tarka
Gaen Stockwell
Sergio Sjaeger
Richard Seather
Rick Lico

Player
Michael KMT
David Wright
Mike Mullins
Carlton Barnes
Christopher Bucci
Kenneth Li
David Rumney
Christopher Sims

Player
Brian Chapel
Neowynon Kelly
Greg Gilman
Steve Flynn
Andy Saran
Jerry Landers
Leslie Ho Chin
Don Lee
Stephen Krognan
Martin Alms

SEGA
GENESIS
TURBO

Game	Score
After Burner	13,572,000
Altered Beast	224,400
Black Belt	999,900
Double Dragon	627,000
Demolisher	21,628
The Ninja	1,824,650
Pro Wrestling	996,400
Rampage	998,156
Romkan	31,139,309
R-Type	1,928,500
Shinobi	1,160,700
Space Harrier 3-D	36,257,870

Game	Score
Altered Beast	4,882,200
Batman	1,342,200
Buster Douglas	23,504,600
Cattle of Thraxion	25,218,800
Conan	18,580,300
Ghosts & Ghouls	6,193,188
Gunstar	1,791,241
Mania	155,587,828
Rolling Thunder 2	2,682,810
Sonic the Hedgehog	9,999,999
Streets of Rage	999,999
Toe Jam & Earl	999

Game	Score
Alien Crush	899,999,999
Bladdy Wolf	35,764,000
Cyber Core	9,999,999
Dragon Spirit	629,870
Fighting Spirits	1,590,000
Galaxy 90	1,204,143
Kiss	2,463,750
Monster Lake	981,000
Super Spirit	99,999,999
Parasit Stars	83,082,360
R-Type	999,999
Splitterhead	99,999,999
Super Star Soldier	12,442,500

Player
Christopher Sims
Alan Stasius
Rob Stegmann
Todd Peller
Vince Teravent
Vince Teravent
Vince Teravent
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Russell
Don Lee

Player
Lee Vandenker
Christopher Sims
Richard Seather
John Stiboly
Jeff Yaman
Richard Seather
Jim Mahala
Teddy Meadows
Carlini Clara
Brian Harwood
Jameson Scott
Richard Seather

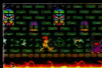
Player
Narry Bowman
Billy Graham
Josh Winkler
Nandy Lewis
Dennis Crowley
Jeff Yaman
Jonathan Paleologos
Paul Ocker
Mike Conan
Justin Hewarth
Chris Heyward
Chris Heyward
Jeff Yaman

Rules - All scores on Bucky O'Hare must be received by November 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms accompanied by a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-8474.

GAMED OVER

SUPER ADVENTURE

ISLAND



Master Higgins must jump over the Witch Doctor and avoid being hit by magical spells. With patience and quick reflexes, you will live.

EXOTIC ADVENTURE IN AN ISLAND PARADISE!

Young Master Higgins and his girlfriend were out one day when along came a certain witch doctor. This nasty little savage turned Higgins' girl into a chunk of stone, and took her to a far away fortress. Our young adventurer has traveled long and hard to save his true love. At the top of a tall tower, he has come across the mischievous Witch Doctor. Zooming back and forth, the Doctor lobbs petrification spells at you. One hit, and you too will be stone. At last, you succeed, but is it really over? No! Suddenly your opponent shows his true form. Now the real fight begins.



You have sent the vicious little bugger to an early grave. All seems well, but it's not over yet!



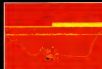
With a face only a mother could love, this troll will try to stomp you into the ground!



This bouncing beast will smash you unless you run under him. Keep this up and you will win.



I'm melting! With one last hop, the troll will plummet into the vat of lava. You can finally breathe easily.



With your girl back, you can take a long, rest-filled vacation. The sun sets as the credits roll by. Nice job!



ROAD RUNNER'S *Death Valley Rally*

TAKES

REFLEXES

SPEED

CUNNING

BRAINS

GUTS

and a little luck.

Only from

SUNSOFT



SUNSOFT is a registered trademark of Sun Corporation of America. © 1992 Sun Corporation of America. LOONEY TUNES characters, names, and all related indicia are trademarks of Warner Bros. Inc. © 1992 Nintendo. Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America.

LOONEY TUNES SUPER NINTENDO

CIRCLE #164 ON READER SERVICE CARD.

ROBOCOP 3

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehab!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyroscope for airborne assault capability, ROBOCOP faces a battalion of ED-209's, tanks, heavy artillery and a new adversary, BTDMO. The odds seem impossible, but remember—you're ROBOCOP!



ORION
PICTURES CORPORATION



SUPER NINTENDO

Nintendo
ENTERTAINMENT
SYSTEM™

CIRCLE #192 ON
READER SERVICE CARD

RoboCop™ 3 TM & © 1992 Orion Pictures Corporation. All Rights Reserved. TM designates a Trademark of Orion Pictures Corporation. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited.

Ocean of America, Inc.
1855 O'Toole Ave.
Suite D-102
San Jose, CA 95131

The name of the game
ocean

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

